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**Art of
Beatdown**

Magic Strategy

**by Pro Tour Champion
David Price**

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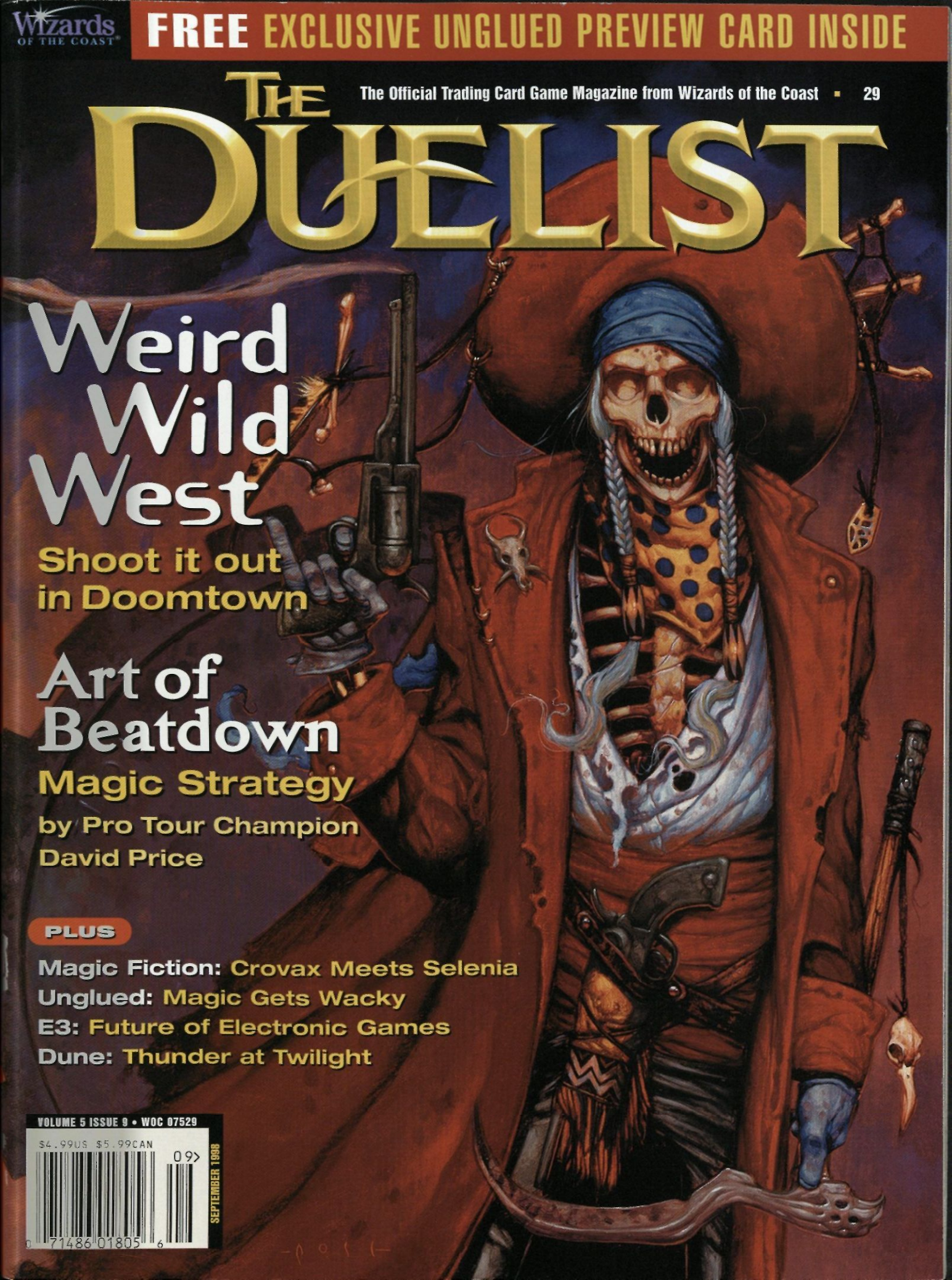
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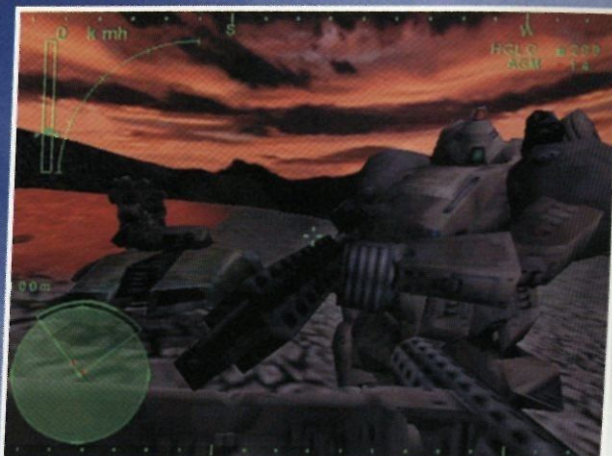
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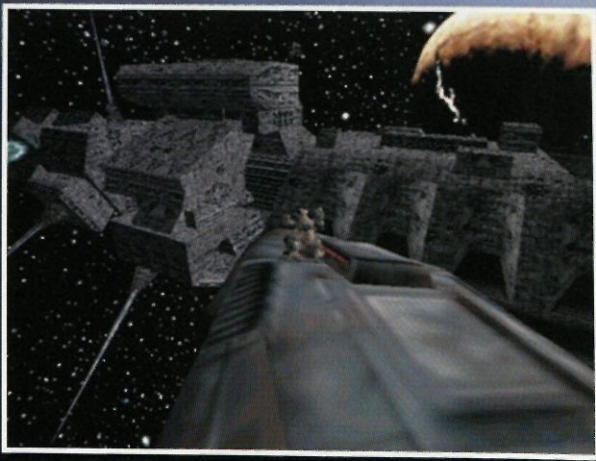
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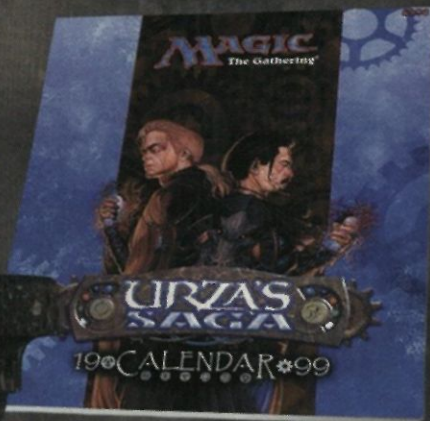
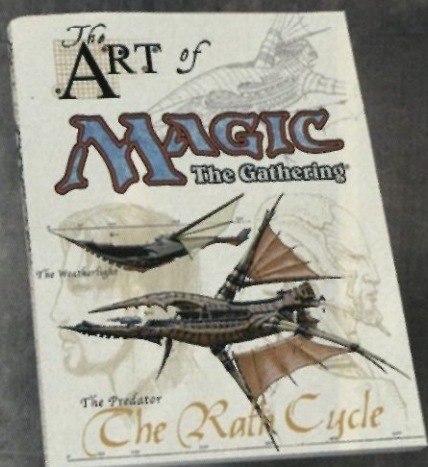
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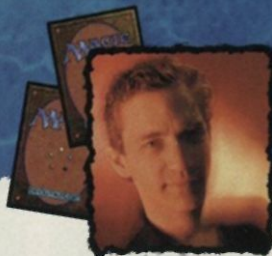
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Magic Is Like a Box of Chocolates

"Stop printing so much chaff and start printing more tournament-quality cards" is a common request made to R&D. While the format of this request varies, the message is always essentially the same. The first part of this request, "stop printing so much chaff," is actually harder to accomplish than it sounds.

First, each player defines chaff differently because each player is interested in different types of cards. A Constructed player might consider Ray of Command chaff, while a player interested in Limited might find great uses for the card. Coat of Arms might seem invaluable to a theme-deck builder, but useless to a hard-core Standard player.

Second, Magic needs cards in a wide power range. Part of improving your Magic skill is learning which cards are not as good as they originally seemed. Dubbed "discriminator" cards by R&D, these are spells like *Eternal Warrior* or *Library of Leng* that appeal to beginners but are set aside when a player's skill level improves.

Third, Magic requires a balance for Limited play. Adapting to the resources at hand is part of what makes *Sealed Deck* play exciting. Maybe the spells you found in your booster are not ideal, but making the best of what you have adds much of the spark to Limited environments.

Fourth, chaff is sometimes a diamond in the rough. Balance existed for over a year before it began to appear in tournaments. This exploration to find treasure in the trash is another interesting aspect of the Magic metagame.

"Start printing more tournament-quality cards" is also not as simple as it might seem. First, it's important to understand that only a limited number of cards can be tournament viable. This stems not from card design but from the dynamics of competitive play. Players use the best cards available. No matter

how large the card pool becomes, the top level will remain constant. Newer cards may replace older ones, but the relative size of the pool of viable cards will stay the same. Thus, it is mathematically impossible to make even half of a small set "tournament quality."

Second, certain dangers would result from creating too many tournament-viable cards. The biggest concern is power creep. As new cards are added, older cards get forced out, which creates a natural tendency to push the power level of the game higher. Since regulating a consistent power level is crucial to the Magic's long-term health, this is a very real danger.

Third, as more cards are introduced into a system, more cards are forced out. So if we create more tournament-quality cards, more tournament-quality cards will become obsolete. From experience we know that players tend to be unhappy when their older cards become obsolete.

Fourth, increasing the number of tournament-quality cards would force us to reduce the quantity of other types of cards. As stated above, this variety helps define the game, and makes Magic interesting to a wide range of players.

Magic is many different games to many different people. I hope this explanation illuminates some of the many facets involved in Magic design.

Mark Rosewater

MARK ROSEWATER
Editor in Chief

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ABOUT OUR CONTRIBUTORS

Bringing Death to the Deadlands



Cover artist rk post is a relative newcomer to the world of painting. After graduating from Northern Illinois University (where he studied under instructor Mark Nelson alongside *Duelist* #27 cover artist Tom Baxa) with a Bachelor of Fine Arts degree, he began working up black-and-white pen-and-ink drawings for TSR's AD&D line (he has worked for TSR full-time since 1996). It was fellow artist Brom who encouraged him to branch out into oil painting. Now he's one of the more popular artists in the genre, working on games like *Magic* and *Doomtown*.

When asked to re-imagine the Hell's Fury card from the *Doomtown* TCG, he had little to go on at first, having seen Allen Pollack's original only once before. As he sees it, the skeletal gentleman we're looking at is the incarnation of Death, come to grab a few souls for the great beyond in Gomorra. "He's got this scythe that isn't really made out of bone or metal, and of course Death knows that polka-dots are always stylish." His gun hand is in a curiously affected position, which post dubbed the "dainty hellion." And what is it with that k.d. lang-style lower-case way post writes his name? "That's just me trying to make it as difficult as possible. 'Randy Post' would be so simple that no one could flub it up."

King of the Realm

Magic fiction author Rob King hails from southeast Wisconsin, where he lives with his wife Jennie and two sons, Eli and Aidan. He is certainly no stranger to fan-

tasy-based fiction, having written novels in the Ravenloft/Planescape settings—*Blood Hostages*, *Abyssal Warriors*, and *Planar Powers*. His other works include several novels set in the worlds of *Dragonlance* and *Forgotten Realms*. His short stories have appeared in the original *AMAZING Stories* and *Dragon* magazines.

For his three-part series detailing the key events in the life of *Weatherlight* crew member Crovax, he did his research: King pored over the history the *Magic* team developed for the young vampire-to-be, while coordinating those facts with *Duelist* editor Will McDermott's suggestions as to which key events to cover. First up is the story of how young Crovax met and was enchanted by the angel Selenia. As for the future, King plans to turn his attention to another legendary figure—he's currently working on a mythological/historical treatment of the Arthurian legend, specifically the story of Merlin. "I want to keep the trappings of the Arthur legend—knights, jousts, the Round Table—without giving you the feeling that Arthur is living in the 1200s and not the 500s." No problem for the once and future King.

A Farewell to M'arm



Melody Alder, our esteemed school m'arm is leaving us. The former *Duelist* senior editor and author of the "Straight from the Start" column has been a free-

lance contributor since she moved to Fort Lauderdale, Florida, last year. Currently, Melody is a writer/editor for coffee table books and in the middle of writing her first novel. We wish her the best in her future endeavors. ♡

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Thanks to: My man Matt; Michael B. for the jump; da folks at Tech Services who were so helpful when we finally got our equipment; the mages of Cabal Rogue for their continued investigation into the metagame; Jacob and Levi for not being too hard on Mom; the clouds over Seattle for keeping us continually indoors; the mana pool for an afternoon of fun in the sun; and the Velvet Fog.

Brought to you by: Saturdays, Sundays, and late evenings; Gatespear: Urza; the Water Seller's Union; the Berenstein Bears; Little Chocolate Donuts; the number 18; and the word "dear."

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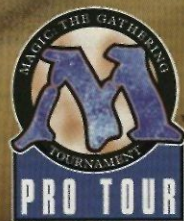
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LETTERS

If you want to discuss *The Duelist* with other readers, join the *Duelist* email discussion list (duelist-l). For more information about the list, see the *Magic* resources page on the Wizards website: <www.wizards.com/Magic/MTG_Resources.html>.

Appalled Drake

Dear Mr. Hahn,

In your July article "Speed Limits" [*Duelist* #27, p. 44] I believe that you omitted one good *Stronghold* critter when you mentioned impact cards—*Spindrift Drake*!



A first-turn 2/1 flier is nothing to sneeze at. Add the potential for second-turn protection from any color with a *Flickering Ward* and you've got one mean, mad, and bad Drake coming at you every turn for 2 damage unless you can get a blocker up or kill it. I usually get in 6 to 8 points with mine before it's stopped. Anyway, I thought it should have been included.

Thanks,
Scot
Thanatos@aol.com

ROBERT HAHN REPLIES:

"I simply do not believe that the *Spindrift Drake*, or any one-toughness creature, can be an

impact card in an environment where *Mogg Fanatic*, *Shock*, *Fireslinger* or any of the myriad other ways to kill one-toughness critters should be expected."

Dissed Distributors

Dear Mr. Rosewater,

I have been contemplating the role of distributors in our industry. Are we appreciated service providers? Are we a necessary evil? Are we outdated dinosaurs struggling to avoid extinction? The answer seems surprisingly obvious. It is abundantly clear that the only way for manufacturers to bring any realistic quantity of product to the market is through the distribution network.

Many distributors are not making enough money either to pay manufacturers promptly or to provide the level of service expected of them. The distribution chain is in the process of consolidating. [*The Armory recently merged with "big three" distributor Chessex, in fact. —Ed.*] The end result, if all goes well, will be that the survivors will be those companies that can do what distributors are supposed to do, i.e., give sales support to all manufacturers, collect from retailers, pay manufacturers, and service

the retail community efficiently and effectively. While it has become accepted to bash, criticize, and complain about distributors in the trade press, it doesn't seem to occur to anyone that by doing this, all that is currently hated about distributors is perpetuated. Can anyone argue at this point that the sudden loss of the distribution system would also cause the shutdown of the entire industry? I wonder why no one puts in a good word for a system that everyone depends on for survival.

Then I open the pages of *Duelist* #27. In Allen Varney's lead article of the industry news section [*Reports on Trading Card Games*, p. 65] I am treated to the educated and well thought-out premise that "if [distributors] don't stop wrecking the industry for short term profit, they should get out. We'll all be better off, and no one will miss them." Who exactly is the "we" that will be better off, Mr. Varney? Do you honestly think that all those small manufacturers who you say are not being represented properly would have any shot at all bringing their products to market without a distributor? Have you researched your facts? By my count our sales payroll is up 30% and we go to an inordinate amount of trouble promoting a full line of products. Was it easier to group all distributors together rather than limit your criticism to those companies that might have actually fit your profile?

I would like to ask all who read this letter to be vocal about your likes and dislikes—

if you agree with Mr. Varney, or if you think we're doing a bang-up job, we'd like to know.

I only ask that *The Duelist* take a more sensitive approach

DOOMTOWN SILVER BULLET CONTEST

Win yourself a boxful of *Whateley*-themed **Doomtown Episode 4** boosters by finding this here silver bullet hidden somewhere in this here *Duelist* magazine. Send a postcard telling us where y'all found it to the *Duelist* Silver Bullet Contest—#29, P.O. Box 707, Renton, WA 98057. Only postcards will be accepted as legal entries. The winner will be drawn randomly from all correct entries. Postmark deadline is September 21, 1998. Remember, the bullet must match this exactly!

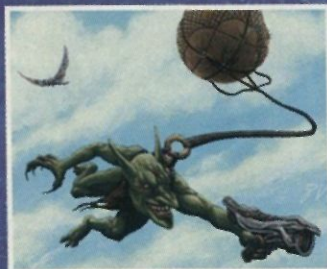
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in the future and recognize the damage that can be done in an industry that needs everyone's help.

Yours truly,
Daniel W. Hirsch
President, The Armory
Baltimore, Maryland

ALLEN VARNEY'S PIECE was, as indicated, an editorial—he is a freelance writer and the opinions expressed therein are wholly his own. That said, we're always happy to instigate discussion that could lead to beneficial changes for everyone involved, and we will strive to continue to do so. Mr. Hirsch has posed many interesting questions—what do you think, dear readers?

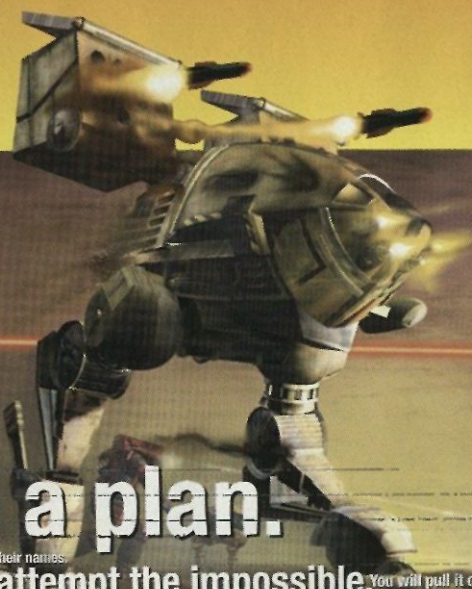
"GobEx—when it absolutely has to be delivered by a little green monster."



Comments? Questions? Send your thoughts to "Letters," c/o *The Duelist*, P.O. Box 707, Renton, WA 98057-0707, or to <duelist@wizards.com>.

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Test Your Instincts and Survive the Earthquake

Magic: The Gathering fans behold! Avenging Angel, Rathi Dragon, and Jester's Cap are just a few of the Magic images that aren't just for Magic anymore. Wizards of the Coast has just released *Instinct* and *Earthquake*, two non-collectable card games that use art created for or inspired by Magic: The Gathering.

Instinct is a five-suited card-game—using the mana symbols as suits—with strategies similar to classic four-suited trick-taking games like hearts and bridge. Players must predict the number of tricks they will take each round. If they capture too many or too few tricks they don't score any points. If their predictions are on target, they score!

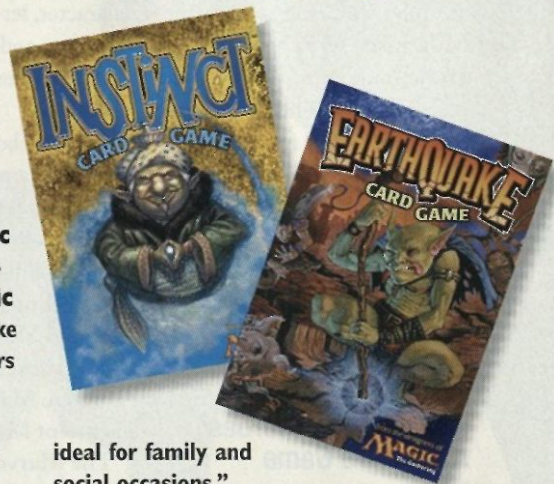
Earthquake is also a five-suited game, but is played by matching sets

of identical creature cards. Each Magic color is represented by an iconic creature and the game features new Magic art by some of your favorite artists like Christopher Rush and DiTerlizzi. Players score points based on the number of cards in their sets that match cards played by all players that round. With many surprise cards, you need to use different strategies during different stages of the game to outsmart your opponents. And beware the *Earthquake* card—it will shake things up!

According to Mark Gwyther, brand manager for *Instinct* and *Earthquake*, "Our Design team wanted to offer existing Magic players alternative games that have the popular look and feel of Magic, but are quick-to-learn and have plenty of strategy for those interested in classic card games. These two games are

ideal for family and social occasions."

Instinct was developed by a team of researchers and developers at Wizards of the Coast. *Earthquake* was created by Mike Elliott, along with the Wizards of the Coast R&D team. Both games can be played with three or more players. *Instinct* and *Earthquake* are all-inclusive and ready-to-play. The games can be purchased individually through most hobby, game, book, and toy stores at a suggested retail price of \$7.99 per game.



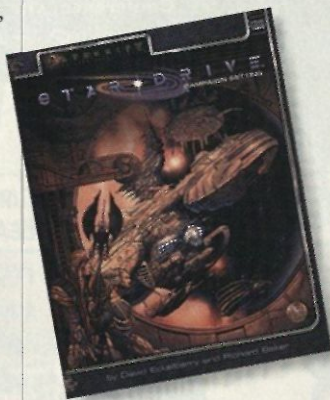
Star*Drive Offers Galaxies of Fun

Embark on a deep space voyage and travel through distant galaxies with *Star*Drive*, the premiere campaign setting for TSR's *Alternity* roleplaying game system. With fresh game mechanics that allow freewheeling action, *Alternity* has set the RPG world abuzz by taking *Dungeons & Dragons* into space...and beyond.

Created by David Eckelberry and Richard Baker, the *Star*Drive* Campaign Setting features a universe of star-spanning adventures set in the distant future. In an age where space exploration unveils strange aliens and bizarre planets, you must be

prepared for the mysterious and the unknown.

The action takes place in the Verge, a region of space



on the very frontier of human exploration. This space opera has a hard edge and is designed to encompass the grand scope of science fiction adventure.

According to Jim Butler, brand manager for *Alternity*, "The *Star*Drive* Campaign Setting is an incredibly exciting foundation for science fiction enthusiasts. It skirts around a host of celestial worlds, allowing gamemasters to create and run games that focus on a variety of different styles of play, ranging from military and exploration to trade and intrigue."

The *Star*Drive* Campaign Setting is designed for RPGers of all ages. The hard-cover book has more than 250 full-color pages and sells through most hobby, game, and bookstores at a suggested retail price of \$29.95.

The *Alternity Player's Handbook* and *Gamemaster*

Guide, released earlier this year, contain all the rules necessary for creating characters, and complete rules and guidelines needed to create and run *Alternity* games. Both are available at a suggested retail price of \$29.95 in the same retail outlets as the *Star*Drive* Campaign Setting.

Dune World Championships Thunder into GenCon

Last Unicorn Games, Inc. and Five Rings Publishing Group, Inc. have announced that the grand prize for the Dune World Championship will be the original "Thunder at Twilight" painting created for the TCG by Mark

Maxwell. The **Dune World Championships** will be held at GEN CON, August 6-9, in Milwaukee, Wisconsin. The **Dune** trading card game, released in October 1997, has been nominated for Best Game of the Year at Origins. The *Thunder at Twilight* expansion [see *Twilight's Own*, p. 102] and a second edition of the basic game (entitled *Storm Front*) will hit the shelves in late August.

Marvel Super Heroes Adventure Game

You can take part in amazing exploits and portray such popular comic book heroes as Spider-Man, Wolverine, and Magneto in the **Marvel Super Heroes Adventure Game**. Simple rules, combined with a wealth of strategy, lead quickly to dramatic events in this fast and furious RPG created by TSR under the guidance of lead designer Mike Selinker.

Designed using the award-winning *Saga* game rules, participants use fate cards to perform actions and tell a dramatic story. Five suits of

fate cards, each based on the attributes of a famous Marvel character, let players further the story and build on the abilities inherent in their characters.

A roster book included with the game contains 50 prebuilt and ready-to-play Marvel comic book characters. Working closely with Marvel Entertainment Group, TSR has created action-packed stories that showcase Marvel superheroes in current Marvel plot lines.

The **Marvel Super Heroes Adventure Game** comes complete with all the rules for game play. The game features a 208-page rulebook, the 64-page roster book (lavishly illustrated with new art from the Marvel Bullpen), a game scenario, and a 96-card deck of full-color fate cards.

In addition, inside each **Marvel Super Heroes Adventure Game** is an offer for free Marvel comics. Plus, retail stores participating in the TSR Gold Promotion will provide a free pack of four unique

fate cards to customers purchasing the game, while supplies last. The **Marvel Super Heroes Adventure Game**

sells at a suggested retail price of \$24.95 through most hobby, game, and book stores.



World Domination Produces Netrunner World Champion



Last February, the Top Runners' Conference (TRC) held its second series of worldwide **Netrunner** tournaments, entitled "Gridlock Weekend." This event was the qualifying round for "World Domination," the first **Netrunner** World Championship.

World Domination took place in the most natural medium for **Netrunner**—cyberspace. Players fought it out in the virtual realm using Internet Relay Chat (IRC). Of course, it was sometimes difficult to find judges at the bizarre hours international competition demanded.

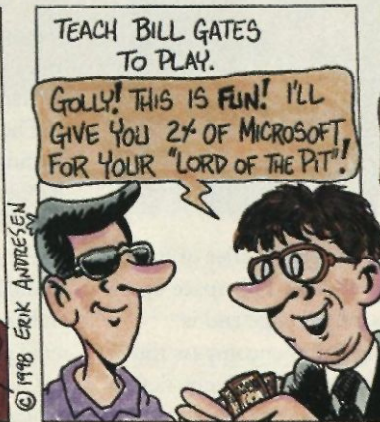
On June 1, the top-ranked players squared off on the 'Net, observed by a worldwide audience that included **Netrunner** creator Richard Garfield. Tobin Lopes of Fort Collins, Colorado, clinched the title. Tobin, a 26-year-old technical skills trainer has been playing **Netrunner** since the beginning. Second-place finisher, David Bartholow, a **Magic Pro Tour** veteran, is also from Fort Collins, but attends college in Ithaca, New York.

Tobin says, "World Domination (WD) was great. I am proud to be the first WD Champ and am very proud of Fort Collins players' performances! With a standing WD tournament we can generate interest in the game and we will continue to see it grow."

The tournament format was developed and managed by Scott Dickie, a computer science teacher from St. Paul, Minnesota, who also serves as a TRC director. If you want more information about worldwide **Netrunner** events or the Top Runners' Conference, check out the TRC website at <www.cyberjunkie.com/trc>. —Jennifer Clarke Wilkes

Ante Matter

by Erik Andresen



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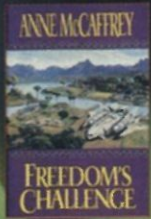


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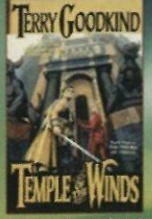
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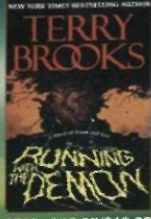
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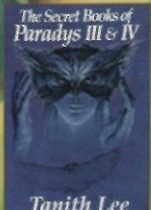


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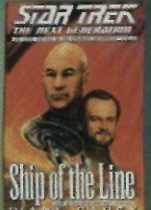
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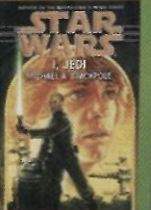
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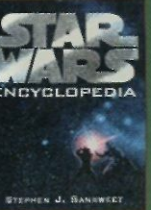
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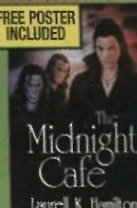
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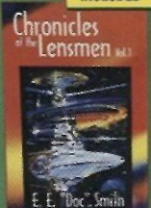
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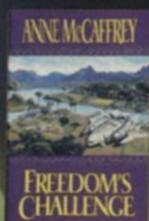
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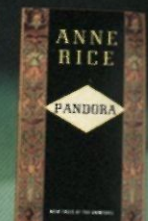
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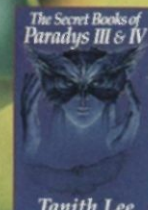


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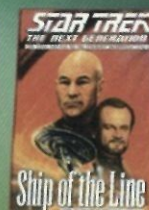
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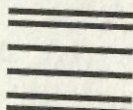
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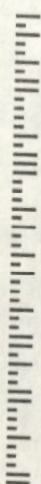
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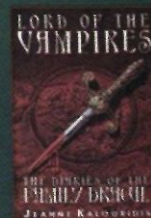
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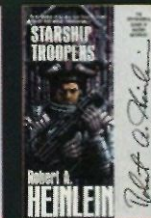
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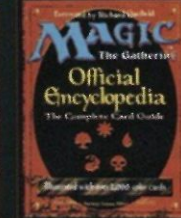
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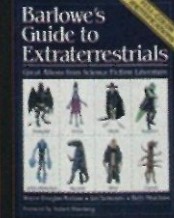
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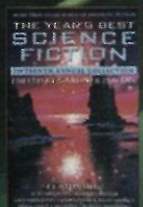
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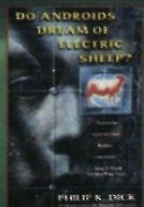
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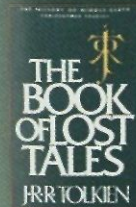
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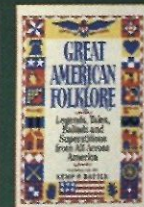
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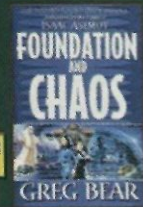
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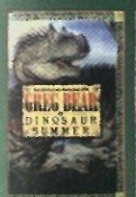
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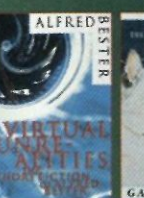


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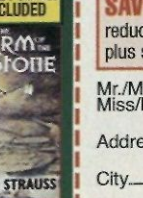
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um...19!

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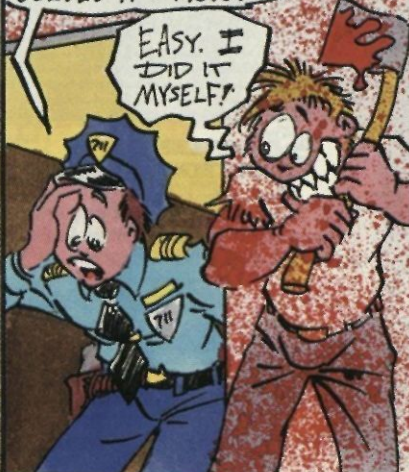
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ABOUT THE MAGIC COMPENDIUM'S FEATURED ILLUSTRATOR

Concerned that most of us spend very little time thinking about monkeys, illustrator Sam Wood pays homage to our primate friends. Payment was rendered in bananas.



MAGIC COMPENDIUM

Duelist Picks & Tricks

With *Exodus* entering Standard tournaments this month, I'm reminded of the old Chinese curse: "May you live in interesting times." I have friends who would run screaming from the room if this curse were uttered near them. I'm sure players at the U.S. Nationals understand this sentiment because they had less than one month to determine how *Exodus* would impact that high-profile event. So, with an eye to the tournament scene, we offer some combos that may make you run screaming from the room during this "interesting" summer.

Pandemonium and Phyrexian Dreadnought

Yes, it is legal. Yes, it really does work. No, we have no idea what R&D was thinking. This one is so simple even a monkey could pull it off. Play Pandemonium, a red *Exodus* enchantment that allows any player to deal damage to a target creature or player equal to the power of any creature that player brings into play. Now, before your opponent has a chance to use this global enchantment against you, cast a Phyrexian Dreadnought (or two). This 12-power *Weatherlight* artifact creature only costs 1 to cast, but when it comes into play you must sacrifice any number of creatures with total power of 12 or more or bury the Dreadnought. But here's the catch. Phyrexian Dreadnought *does*

come into play, so it *does* trigger Pandemonium, whether you sacrifice creatures to keep it in play or not. For those of you keeping score at home, that's 12 damage for one mana.

Erratic Portal and Winter Orb

Lock decks have been around since the beginnings of Magic and Winter Orb has figured into many of them. With a Winter Orb in play, players can only untap one land during their untap phase.

So, if you have alternative mana sources (creatures or artifacts), you're pretty much in control while your opponent has limited options. Now

Exodus provides Erratic Portal to help tighten your grip on your

opponent's mana supply. For 1 and tapping Erratic Portal, you can return a creature to your opponent's hand unless he or she pays 1. Thus, for one mana, you give your opponent the option of either tapping the one land he or she untapped that turn, or taking a creature off the table with no hope of ever casting it again while the Orb is in play. If you have two Erratic Portals, you can keep your opponent tapped out *and* bounce all of his or her creatures, one by one.

Null Brooch and Ensnaring Bridge

If you liked Erratic Portal and Winter Orb, you'll love this combination. If not, be prepared for long, ugly games, because these lockouts are



coming soon to a tournament near you. This one is pretty simple. If you tap Null Brooch, pay 2, and discard your hand, you can counter any noncreature card. And yes, this does work when you have no cards in hand. Add Ensnaring Bridge, the *Stronghold* artifact that prevents creatures with power greater than the number of cards in your hand from attacking you, and you have a reusable Counterspell for noncreature spells that keeps your hand size at zero and an artifact that prevents all creatures from attacking you. All you need now is a damage source. Say, I've heard good things about that Cursed Scroll....



Equilibrium and a Creature

Equilibrium is a great trick card that combines with any creature (but some creatures are more equal than others). With Equilibrium in play, all your creatures become potential Man-o'-Wars because you can pay 1 anytime you cast a creature to return a target creature to its owner's hand. So, what creatures should you use with Equilibrium? Well, how about Man-o'-War? For one extra mana, you get to bounce two creatures, or just bounce Man-o'-War back to your hand to cast it again while sending one of your

opponent's creatures home to roost. Cast Nekrataal to destroy an opponent's creature, and bounce it back to your hand to use again next turn (or bounce an opposing creature so you can attack this turn). Our favorite is Wall of Blossoms. For 1, you can cast Wall of Blossoms to draw a card and then bounce it back to your hand for one more mana. That's an extra draw every turn for only three mana! Just watch out for Counterspells.

Survival of the Fittest and Sylvan Library

Sylvan Library saw its heyday back before Land Tax was banned. This *Fifth Edition* enchantment lets you look at the top three cards of your library during your draw phase and choose one; or take more than one at the cost of 4



life per extra card. The problem with Sylvan Library is that after the first time you use it, you only see one new card each turn unless you have some way to reshuffle your library every turn (like Land Tax). Now, *Exodus* brings Survival of the Fittest, a green enchantment that enables you to pay 1 and discard a creature to search your library for another creature. As a side effect, you then shuffle your library. So for one green mana you can look at three new cards every turn,

while at the same time filling your graveyard with creatures. Sooner or later, you'll find that Living Death.

Mana Breach and Gemstone Mine

Mana Breach is a blue enchantment that forces all players to return a land to their hands anytime they cast a spell, which can really slow a fast deck that runs light on mana. If you read Rob Hahn's "Enlightened Tutor" column on page 58, you'll find he believes Mana Breach will



Extra Pulled

Take Aim!

Not every card created in design makes it through the development process. The fate of these unwanted cards is a mysterious folder hidden in R&D called "Extra Pulled."

by Mark Rosewater



T

here has been some speculation on the Web that R&D purposely creates cards that aid bad game play (Cursed Scroll, Ensnaring Bridge, Null Brooch). While we can neither confirm nor deny this rumor, we can show you one card that didn't make it through development in the Rath Cycle.

splash onto the tournament scene this summer in some control decks. So here's a little gem to put into that deck. Gemstone Mine is an excellent five-color land that is extremely useful in multicolored control decks. However, you remove a mining counter every time you use Gemstone mine, so you can only mine that quarry three times. But with Mana Breach on the table, you can return Gemstone Mine to your hand before removing the last mining counter and then replay. It's like finding a whole new mana vein.

"Picks & Tricks" was written by Will McDermott, with contributions from Mark Rosewater, Rob Hahn, and Donald X. Vaccarino.

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Card Spotlight by Will McDermott

Jackalope Herd



Jackalope Herd was designed for *Exodus* by Mike Elliott as a "fixed" Erhnam Djinn. According to Mike, it was far too easy to work around the Erhnam's drawback. You could give forestwalk to a low-power creature or to a creature you couldn't block anyway. You could also play without forests entirely, or use a card like Zuran Orb to destroy your own forests to negate the landwalk drawback.

For Jackalope Herd, Mike wanted a drawback that wouldn't be as easy to work around, but that would still allow players to use the creature in innovative decks. Jackalope Herd may have hit the mark. Using the new demi-Erhnam takes a little planning, but you can turn the drawback into an advantage in the right deck.

Jackalope Herd is immune to any mass creature-destruction spell you cast, thanks to its drawback, so you can use Wrath of God to clear the board while your Herd jumps back into your hand. Once the carnage resolves, you can replay Jackalope Herd and continue the beatdown with a 4/5 critter while your opponent scrambles to rebuild. It's also difficult for an opponent to steal Jackalope Herd because you get it back as soon as he or she casts another spell.

With a steady supply of instant spells, you can easily protect Jackalope Herd from destruction while furthering your own agenda. For example, in a red-green burn deck, you can respond to a Dark Banishing that targets your Herd with a Shock. As soon as you cast Shock, Jackalope Herd jumps back to your hand and Dark Banishing fizzles. By Shocking an opponent's creature, you can turn the tables by destroying one of his or her creatures while saving your own.

Because green isn't known for surprise instants, Jackalope Herd is best splashed into a non-green deck. With its 3 casting cost, this is simple to do. A heavy burn deck splashing green, for example, is probably the best can-

didate. You can play with instant buyback spells to make the Jackalope Herd unkillable. Depending on how your deck works, you have some interesting choices. Are you playing a bounce deck? Then use Capsize with buyback to protect your Herd while slowing down your opponent. Burn deck? Searing Touch can be used over and over to protect Jackalope Herd from destruction. In a white weenie splash-green for the Herd, you can try Reaping the Rewards—gain life and keep your 4/5 fatty!

Obviously, all these spells will slow you down if you never get to attack with Jackalope Herd. You'll therefore want to include permanents that can do some work for you, allowing you to stock up on cards while your opponent tries to deal with the Herd. For example, you can use Jayemdae Tome for card drawing or Fevered Convulsions for creature removal.

Another novel way to mitigate Jackalope Herd's drawback is to use it with Teferi's Veil. You can then cast all your spells after combat (once the Herd is phased out). By using phasing, you can even get an actual *herd* of Jackalope Herds into play.

It may take some time for Jackalope Herd to hit the tournament scene. But then again, players didn't use Erhnam Djinn immediately either. It always takes one or two innovative players to find a home for this type of creature. To help you get a jump-start on the rest of the pack, we have included some early Jackalope Herd decks in the sidebar. Happy hunting!

Deck Spotlight

featuring
Jackalope Herd

JACKALCLYSM

The basic idea of Jackalclysm is to be a white weenie deck with Jackalope Herds and Cataclysm. Use Cataclysm once you have a Mox, land, weenie critter, and the Jackalope out. The Herd bounces back to your hand and you keep your white weenie critter. You can then Firestorm the Herd out of your hand if necessary. —R.S.H.

WHITE (26)

- 4 Cataclysm
- 2 Disenchant
- 4 Paladin *en-Vec*
- 4 Soltari Monk
- 4 Soltari Priest
- 4 Tithe
- 4 Warrior *en-Kor*

GREEN (6)

- 4 Jackalope Herd
- 2 Uktabi Orangutan

RED (6)

- 2 Firestorm
- 4 Incinerate

MANA (22)

- 4 City of Brass
- 4 Gemstone Mine
- 4 Mox Diamond
- 8 Plains
- 2 Undiscovered Paradise



JACK OF ALL PHASE

This non-traditional blue deck uses no countermagic, taking a more proactive stance. Teferi's Veil is the deck's trick, allowing you to pump the Crazy Armodon, attack with the Fog Elemental, and cast spells after attacking with the Jackalope Herd. Dragon Mask can pump the Herd and is useful to bounce Wall of Blossoms or Uktabi Orangutan back to your hand.

—Steve Earth, Seattle, Washington

BLUE

- 2 Evacuation
- 4 Fog Elemental
- 2 Impulse
- 2 Legacy's Allure
- 1 Mind Games
- 4 Spindrift Drake
- 4 Teferi's Veil

GREEN

- 4 Crazy Armodon
- 2 Gaea's Blessing
- 4 Jackalope Herd
- 2 Uktabi Orangutan
- 4 Wall of Blossoms

ARTIFACTS

- 1 Dragon Mask

LANDS

- 11 Forest
- 13 Island



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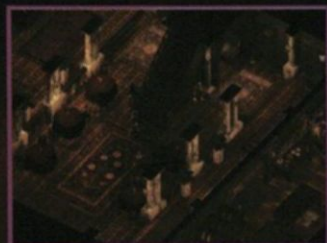
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Deck Clinic

by John Yoo



We recently sent John Yoo, our Sealed-Deck expert, on a junket to the *Exodus* Prerelease tournament. While there, he diagnosed the cards he received (shown on the next page), and from these constructed the deck shown below. If you want to match wits with one of the top Limited players on the Pro Tour, build your own 40-card minimum deck before dissecting John's deck.

If you'd like us to consider your deck for "Deck Clinic," just send a list of what's in your deck along with a brief description of its ailment to: Deck Clinic, c/o The Duelist, P.O. Box 707, Renton, WA 98057, or to <duelist@wizards.com>.

DR. YOO SEZ:

When playing Sealed Deck with an expansion you've never seen before, you must make decisions about whether or not certain cards will be good in the given format. Some cards that look good on paper may actually turn out to be poor when played.

After opening my packs, I felt white was clearly the strongest color with its solid creature base and Pacifism. I had a much harder time choosing my secondary color. In the end, I decided on black because black gave me Cursed Flesh to deal with annoying 1/1 creatures like Fireslinger and Coffin Queen, and offered some decent creatures. I also ended up splashing blue to get three strong creatures—one flier, one shadow, and one "Tim."

Tough Decisions. One common mistake Magic players make when constructing decks in a Sealed environment is diluting their decks with poor cards, or with cards that don't fit into a deck's archetype. You must look at every card and decide whether or not that card truly belongs

in the deck. The hard part is making the right decision.

The biggest problem I faced was deciding which *Exodus* cards would work well. A few cards looked like they might be good in Limited formats but ended up being practically useless. The card whose value puzzled me most was Keeper of the Dead. This sounds like a great creature in Sealed because it has the ability to "Dark Banish" another creature, but the condition required to use this ability is simply too tough to manufacture to be of any practical use.

You can only use the Keeper's ability if your opponent has at least two fewer creatures in the graveyard than you. In the end, I decided not to play with it.

Reconnaissance is another card that almost made it into my deck. If you have creature advantage over your opponent with Reconnaissance in play, you can attack with all your creatures and simply remove blocked attackers from combat, while the creatures that get through deal their damage. This card can be good when there's a creature stall. However, I chose not to include Reconnaissance because I already had eight creatures with evasion abilities (fliers and creatures with shadow) in the main deck. I felt that with this much evasion, Reconnaissance was simply not needed; it would only dilute the power of the deck.

I also wasn't sure if the mana boost City of Traitors could provide was enough to justify putting it into the main deck. In the end, I decided the card's drawback was too high. City of Traitors may provide a

one-mana advantage when you first play it, but after you drop another land you end up one mana behind your opponent because you have to sacrifice it.

The three blue cards I added were all strong picks and made the deck more powerful. Wind Drake and Thalagos Scout added to my arsenal of shadow/flier beatdown, while Rootwater Hunter allowed me to deal with 1-toughness creatures.

Balancing Death and Life.

I chose to play black over green or red almost solely because of its cost-efficient creatures. At two mana, Dauthi Horror and Dauthi Slayer are excellent beatdown creatures—especially with their shadow ability. I wasn't sure if Grollub would be good in Sealed play, but I actually found it quite useful as a three-mana, 3/3 creature.

Vampire Hounds is another excellent creature—maybe the best black common in *Exodus*. Since it can get larger if you discard a creature card, Vampire Hounds is always a potential threat if you have cards in hand. In addition, Oath of Ghouls can help retrieve the creatures you discard to the Hounds.

Cursed Flesh made it into the deck as my "pinger" defense, allowing me to destroy troublesome creatures with 1 on the backside.

Finally, Death's Duet and Oath of Ghouls rounded out my black cards, allowing me to maintain card advantage by returning creatures from the graveyard to my hand.

On the flip side, white provided attackers and some defense. Charging Paladin and

JOHN'S PRERELEASE DECK

BLACK

1 Cursed Flesh
1 Dauthi Horror
1 Dauthi Slayer
1 Death's Duet
1 Grollub
1 Oath of Ghouls
1 Vampire Hounds

BLUE

1 Rootwater Hunter
1 Thalagos Scout
1 Wind Drake

WHITE

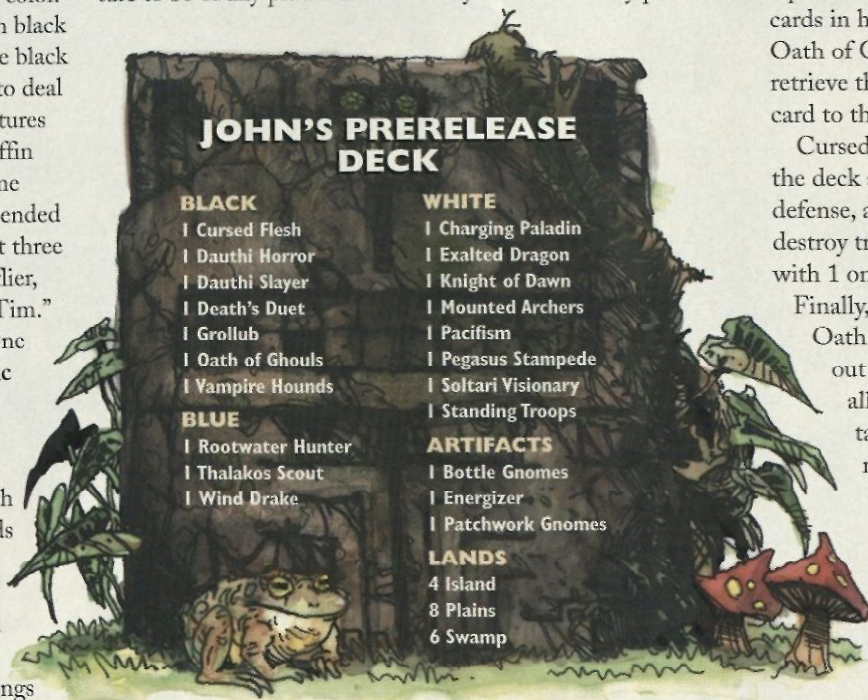
1 Charging Paladin
1 Exalted Dragon
1 Knight of Dawn
1 Mounted Archers
1 Pacifism
1 Pegasus Stampede
1 Soltari Visionary
1 Standing Troops

ARTIFACTS

1 Bottle Gnomes
1 Energizer
1 Patchwork Gnomes

LANDS

4 Island
8 Plains
6 Swamp



Knight of Dawn are good early beatdown creatures, and Soltari Visionary is a great creature with shadow that can provide card advantage by destroying an opponent's enchantments one by one. And then there's Exalted Dragon—one thing I can say about Exalted Dragon...it's quite large. Although you have to sacrifice a land to attack with it, this drawback is nothing compared to a 5/5 flying creature going over to greet your opponent.

I added Pegasus Stampede in addition to the creatures. With its ability to turn excess lands into 1/1 fliers, Pegasus Stampede is a powerful card that can turn a game around in the blink of an eye. During a creature stall, this card can completely break the mid- or late-game wide open. I also included Standing Troops to let my creatures with shadow and flying attack while Standing Troops sits back holding down the fort, and Pacifism to remove an annoying blocker or nasty attacker.

Adjusting the Mana Mixture. A few cards could have made the cut, but were left out so the deck would function better on the available mana. These cards were Knight of Dusk, Spell Blast, Lobotomy, Merfolk Looter, Cat Burglar, and Wayward Soul. I chose not to play Knight of Dusk because it requires two black mana to cast. With only six swamps in the deck, I generally wouldn't be able to play Knight of Dusk until the midgame, and it's really an early-game creature. I decided against Cat Burglars because I felt it was too slow for the aggressive nature of the deck; Cat Burglars is more of a control card than a beatdown creature. Finally, I chose not to play blue cards other than the

three creatures so the deck would function more smoothly.

Another choice I made was to play with 18 lands instead of my normal 17. I felt the deck needed extra mana to run better during the first few turns so I could establish early pressure. Also, the deck contained a couple cards that would need excess lands during the late game—Pegasus Stampede and Exalted Dragon.

Final Examination. After constructing my deck, I realized it was solid but nothing spectacular. Patchwork Gnomes and Energizer barely made it into the deck—used simply because there were no better cards to take their places. Patchwork Gnomes is a decent card, but Energizer is mediocre, even though it can become powerful if given some time. Bottle Gnomes made it into the deck easily because of its cost efficiency and its life-gain ability. I also felt it would combo nicely with Death's Duet or Oath of Ghouls.

To perform well in Sealed, your deck needs the right mixture of creatures, creature removal, and mana. This deck had good creatures and the right mana proportion, but lacked creature removal. All in all, the deck was solid and performed reasonably well, winning more matches than it lost, even without a large number of creature-removal cards.



THE DOCTOR IS IN

EXODUS PRERELEASE SEALED-DECK CARDS

BLACK (16)

1 Abandon Hope
2 Cat Burglar
1 Cursed Flesh
1 Dark Ritual
1 Dauthi Horror
1 Dauthi Slayer
1 Death's Duet
1 Grollub
1 Keeper of the Dead
1 Knight of Dusk
1 Oath of Ghouls
1 Scare Tactics
1 Servant of Volrath
1 Spinal Graft
1 Vampire Hounds

BLUE (13)

2 Æther Tide
1 Chill
1 Manta Riders
2 Merfolk Looter
1 Robe of Mirrors
1 Rootwater Hunter
1 Spell Blast
1 Steal Enchantment
1 Thalagos Scout
1 Wayward Soul
1 Wind Drake

GREEN (16)

1 Broken Fall
1 Elvish Berserker
1 Elvish Fury
1 Jackalope Herd
1 Keeper of the Beasts
1 Plated Rootwalla
1 Predatory Hunger
1 Pygmy Troll
1 Respite
1 Rootbreaker Wurm
1 Skyskroud Elf
1 Song of Serenity
1 Spike Drone
1 Trumpeting Armadon
2 Wood Elves

RED (14)

1 Canyon Wildcat
1 Flowstone Flood
2 Furnace Brood
1 Heart Sliver
1 Lightning Elemental
1 Maniacal Rage
2 Onslaught
1 Sabertooth Wyvern
1 Shatter
1 Shattering Pulse
1 Stone Rain
1 Wall of Diffusion

WHITE (16)

2 Angelic Blessing
1 Charging Paladin
1 CoP: Green
1 CoP: White
1 Disenchant
1 Exalted Dragon
1 Knight of Dawn
1 Mounted Archers
1 Pacifism
1 Pegasus Stampede
2 Reconnaissance
2 Soltari Visionary
1 Standing Troops

GOLD (1)

1 Lobotomy

ARTIFACTS (5)

1 Bottle Gnomes
1 Energizer
1 Patchwork Gnomes
1 Ruby Medallion
1 Sapphire Medallion

LANDS (23)

1 City of Traitors
4 Forest
4 Island
5 Mountain
4 Plains
5 Swamp

Exodus FAQ

by Adam Conus

➤ **Æther Tide, Mind Maggots, Vampire Hounds**

Do I discard from play? From the hand? Do I choose?

Discards always come from the hand, never from play.

➤ **Cataclysm**

What happens if someone doesn't have one of the listed types of permanent? Then the player doesn't need to worry about it. He or she simply ignores those parts of Cataclysm's effect that can't be fulfilled.

➤ **City of Traitors**

What if I play an ability that allows me to put a land into play? Do I have to sacrifice City of Traitors?

No. "Putting a land into play" is different from "playing a land" and would not cause City of Traitors to be sacrificed.

➤ **Convalescence**

Can I play the upkeep ability again if I still have 10 or less life afterward?

No. This is a phase ability, so you can play it only once during your upkeep.

If I have two copies of Convalescence in play and I have 10 life, can I use both to end up with a total of 12 life?

No. Each copy checks to make sure the player has 10 or less life when its effect resolves, so you can't play several Convalescences' abilities to go above 11 life.

➤ **Culling the Weak**

Can I play the spell's ability more than once? Say, sacrifice three creatures for 12 mana?

No, you can sacrifice only one creature. If you could do this more than once, the card text would say so. Although additional costs like the one

in Culling the Weak's text box look like activated abilities, they're not. They're additional costs required to play the card, and they can be paid only once. (If it were a permanent with the same text, the ability could be played multiple times.)

➤ **Entropic Specter**

If the number of cards in the opponent's hand changes, do the Specter's power and toughness change?

Yes. Every time the number of cards in the opponent's hand changes, the Specter's power and toughness will immediately reflect that change.

➤ **Exalted Dragon**

If I sacrificed a land (say a Wasteland) earlier in the turn, can I attack with Exalted Dragon?

No. The sacrifice is an attack cost and combines with other attack costs like Brainwash. Sacrificing a land for some other effect doesn't count, just like paying

three mana to pay for something else doesn't count for Brainwash.

Can you stop Exalted Dragon from attacking using Hand to Hand?

No. The sacrifice is not an activated ability, it is an attack cost.

➤ **Fade Away**

If I have four creatures when Fade Away is played and I sacrifice two of those creatures, do I still need to pay two mana or sacrifice two more permanents? I only have two creatures now.

You count the number of creatures once—when the spell resolves. You must pay mana or sacrifice permanents based on that number. Since you had four creatures when the spell resolved the total will be four no matter how many you sacrifice.

➤ **High Ground**

What if I have more than one High Ground in play? Can each of my creatures then block more than two attackers?

Yes. For instance, if you control three High Grounds, your creatures can each block up to four attackers.

How do I assign damage when my creature blocks more than one attacker?

As always, unless the attackers are banded, you may assign damage dealt by your creatures however you choose.

➤ **Keeper of the Beasts, Dead, Flame, Light, and Mind**

If I have more than one copy of a Keeper in play, can I respond to the first by activating the second even if the first will bring my total to more (or less) than my opponent?

Yes. As long as you meet the requirement when you play the ability, the Keepers' effects will resolve.

➤ **Limited Resources**

Can I play cards that "put a land into play" when there are already 10 lands in play?

IN THE SPOTLIGHT Sonic Burst



Can I discard more than one card to deal more than 4 damage?

No, if you could discard more than one card, the card text would say so. Although additional costs like the one in Sonic Burst's text box look like activated abilities, they're not. They're additional costs required to play the card, and they can be paid only once. (If it were a permanent with the same text, the ability could be played multiple times.)

Can I play this ability if I have no cards in my hand? No.

What about cards that allow me to “play lands”?

Effects that “put a land into play” will work normally and allow you to exceed the 10 land limit. Cards that allow you to “play lands” will not.

► Necrologia

Do I still have to discard down to seven cards if I've got more than seven in my hand after playing Necrologia?

Yes, you discard down to seven cards at the end of the discard phase, after instants have been played. You can't play any instants after you discard.

► Null Brooch

What if I have no cards in my hand?

Can I still play its ability?

Yes.

► Oath of Druids, Oath of Ghouls, Oath of Lieges, Oath of Mages, Oath of Scholars

Can I play the enchantment's ability more than once if the appropriate condition still applies afterward?

No. This is a phase ability, so you can play it only once during your upkeep.

If I have two copies in play, can I play the abilities of both?

Yes, provided the appropriate condition still applies after the first effect resolves.

► Onslaught

Can I tap a creature that's already tapped?

If you like, yes.

If I control the only creatures, do I still have to tap one whenever I successfully cast a creature spell?

Yes.

► Pandemonium

How does Pandemonium work with creatures like Spikes or Minion of the Wastes that have no defined power until they come into play?

Pandemonium won't check the creature's power until the effect resolves. So, you don't look at the creature's power when Pandemonium triggers, you wait until the ability is played. By that time, a Spike will have its counters and Minion of the Wastes will have its power

defined. If the creature has left play by this time, you'll get an undefined value, which is treated as zero.

If a creature has a coming-into-play cost that buries the creature if not paid (like Phyrexian Dreadnought), will Pandemonium trigger even if that cost isn't paid and the creature gets buried?

Yes. Both will trigger. The damage will be dealt and the Phyrexian Dreadnought would then be buried if the cost isn't paid.



Put a little power in your deck...

What deals the damage, the Pandemonium or the creature?

The creature.



► Paroxysm

Can I play Paroxysm's ability more than once per turn?

No. This is a phase ability, so you can play it only once during your upkeep.

If I have two copies in play, can I play the ability of each to give a creature the bonus twice?

Yes.

Plaguebearer

What does the “XX” in the ability mean?

On cards that have a variable (“X” cost and effect), the value of the variable is the same for all occurrences of X on the card. Plaguebearer's ability costs $XX\text{ ♂}$ to play, where X equals the total casting cost of the target creature. Now let's say the total casting cost of that creature is 3. There are two Xs in the ability's activation cost, so you'd have to pay $3+3+\text{♂}$, or 6 ♂ , to destroy the target creature.

► Plated Rootwalla

Can I play its ability several times to give it a larger bonus?

No. Its ability can only be played once, so the most it can give itself is $+3/+3$.

► Predatory Hunger

Do artifact creatures count for its effect?

Yes, they do. When a card refers to “creature spells,” it covers both summon and artifact creature spells.

► Ravenous Baboons

Can I play it if there are no nonbasic lands in play?

Yes. If there are no legal targets, its coming-into-play ability fizzles.

► Recurring Nightmare

Can you return the creature you sacrificed?

No, the target must be in the graveyard when the ability is played. The sacrificed creature isn't quite there yet.

► Skyshroud War Beast

If the number of nonbasic lands the opponent controls changes, do the War Beast's power and toughness change?

Yes, the War Beast's power and toughness constantly change to reflect the current number of nonbasic lands the opponent controls.

► Soltari Visionary

If it deals damage to a player who controls no enchantments, what happens?

Its ability fizzles—nothing happens.

Can I choose not to destroy an enchantment?

You must destroy one if the damaged player controls one.

► Transmogrifying Lcid

If I make the Lcid an enchantment, does it still count as an artifact?

No. It no longer counts as any other type of permanent.

► Volrath's Dungeon

Can any player discard cards to force players to put cards from their hands on top of their libraries?

No, only the controller of the enchantment can play its activated ability.

Adam Conus is the voice of the rules at Wizards of the Coast Customer Service. Any resemblance to Steve is purely coincidental.

Introducing DCI-Sanctioned Enhanced K-Value Tournaments

The DCI players' organization now offers you a way to get more from organized play with enhanced K-value sanctioned *Magic: The Gathering* tournaments. The K-value is a constant numerical value that determines the effect each sanctioned tournament match has on a DCI member's official rating. Different tournaments have varying impacts on the official ratings—the higher the tournament's K-value, the greater the impact.

The Enhanced K-value program goes into effect on September 1, 1998, offering players and organizers even more tournament flexibility and choice. Tournament organizers will be able to choose the types of events that best suit their players' needs, and players will be able to participate in those events that best match their playing styles and competitive goals.

How will enhanced K-value affect tournaments and ratings?

The DCI uses the Elo system to rate its members' performances in sanctioned tournaments. In this system, the K-value is the maximum number of points available to each player per match in a sanctioned *Magic* tournament. Our rating formula determines exactly how many points from the K-value are added to or subtracted from each member's rating after each match, depending on whether the player wins or loses. DCI members receive a greater reward for defeating higher-rated members than for defeating lower-rated members, and vice versa.

For example, a regular sanctioned tournament might have a K-value of 16. This means that each DCI member can potentially gain or lose up to 16 points in each match. Enhanced K-value events offer you the opportunity to increase this number to 20, 24, 32, or even 48. The higher the K-value, the greater the potential reward for players!

Why are the official DCI ratings important?

If a player has a high DCI rating, he or she can earn an invitation to a variety of title events, including National Championships or the *Magic: The Gathering* Pro Tour. A DCI rating is the numerical description of a player's relative skill level. The difference between players' ratings helps predict the outcome of a contest between two players. The specific formula has been established according to



statistical and probability theory. No rating, however, is a precise evaluation of a player's strength. Ratings are instead just averages of players' performances and should be viewed as approximations.

What are the requirements for enhanced K-value tournaments?

Refer to the chart below to determine the requirements for enhanced K-value tournaments. A tournament must meet *all* the mandatory requirements, and at least *one* of the variable criteria in order to qualify for the enhanced K-value. If the event meets all the required criteria, we will calculate the match results using the appropriate K-value.

ENHANCED K-VALUE							
K-Value	16	20	24	28	32	40	48
MANDATORY CRITERIA							
Certified Judge (Level)	N	1 +	1 +	2 +	2 +	3 +	4 +
Deck Checks	N	N	N	N	R	R	R
Decklists	N	N	R	R	R	R	R
Sealed Deck Swap	N	N	N	N	R	R	R
Rules Application	1	1	2	3	4	4	5
VARIABLE CRITERIA							
Prize Value	\$0	\$0	\$100	\$250	\$500	\$1,000	\$2,500
Size	8+	8+	16+	16+	24+	32+	64+
Invitation	N	N	N	1650	1700	1800	1900
KEY: R = Required, N = Not required, + = Or higher							

[continued on page 33]

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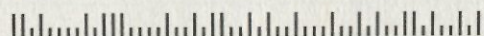
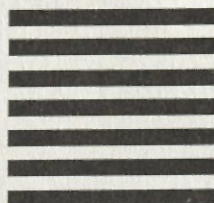
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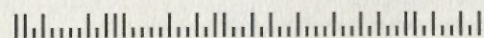
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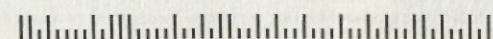
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What do the criteria mean?

MANDATORY CRITERIA

Your sanctioned tournament must meet *all* the appropriate mandatory criteria in order to qualify for an enhanced K-value.

Certified Judge: Sanctioned tournaments adjudicated by a DCI-certified head judge will be eligible for an enhanced K-value. The higher the certified judge level, the higher the potential classification.

Deck Checks: The DCI recommends that judges perform random deck and sideboard checks each round for roughly 5 percent of the total participants. Organizers who institute this practice are eligible for an enhanced K-value.

Decklists: To qualify for enhanced classification, the tournament staff must collect complete decklists prior to the start of the first round of play for both Limited and Constructed events. (They must also collect a new list each time a player is issued a new deck.) This includes deck checklists.

Sealed Deck Swap (Sealed Deck tournaments only): To ensure fairness, the DCI recommends that the contents of sealed product be registered by a person other than the player using the deck, prior to deck construction. Sanctioned tournaments that follow this policy are eligible for enhanced classification and K-value.

Rules Application: To indicate the severity and consistency of penalties

issued to players who violate sections of the DCI Standard Floor Rules, the DCI has created a simple rules application guide. The scale ranges from "very lenient" enforcement of penalties (1) to "very strict" enforcement (5). The DCI will provide information to its certified judges on implementing this criterion at sanctioned tournaments.

DCI FLOOR RULES APPLICATION

Very Lenient	1
Lenient	2
Normal	3
Strict	4
Very Strict	5

VARIABLE CRITERIA

Please note that a sanctioned tournament must satisfy only one of the following three criteria in order to qualify for enhanced K-value. The DCI will use the higher of the three values to classify any tournament that meets more than one variable criteria, provided a minimum of eight players participate in the event, and provided all other mandatory criteria are met.

Prize Value: A tournament organizer may obtain the desired tournament classification by offering a minimum cash (or its equivalent value) prize at the tournament, provided he or she also satisfies all the mandatory criteria for the desired classification.

Tournament Size: Certain attendance levels can satisfy the variable criteria. This option is convenient for organizers who can rely on consistent participation numbers. If an organizer chooses this option but the event in question fails to attract the requisite number of players, the DCI will grant the highest classification possible based on the actual attendance.

Invitation Status: To satisfy this criterion, a sanctioned tournament must be organized and run as an invitational event. All participants in the tournament must be DCI members whose official ratings meet the listed minimum rating requirement.

I still have questions. Who should I contact?

Please contact the DCI players' organization to get quick answers to all your questions. You can reach us by phone at (425) 204-8032 or by email at <dc@wizards.com>.

OFFICIAL DCI Banned and Restricted LIST

Valid as of July 1, 1998

CLASSIC (TYPE I)

BANNED

Any ante card contained in any newly released card set

Amulet of Quoz
Bronze Tablet
Channel
Chaos Orb
Contract from Below
Darkpact
Demonic Attorney
Divine Intervention
Falling Star
Jeweled Bird
Mind Twist
Rebirth
Shahrazad
Tempest Efreet
Timmerian Fiends

CLASSIC (TYPE I)

RESTRICTED

Ancestral Recall

Balance
Berserk
Black Lotus
Black Vise
Braingeyser
Demonic Tutor
Fastbond
Fork
Ivory Tower
Library of Alexandria
Maze of Ith
Mirror Universe
Mox Emerald
Mox Jet
Mox Pearl
Mox Ruby
Mox Sapphire
Recall
Regrowth
Sol Ring
Strip Mine
Time Walk
Timetwister
Underworld Dreams
Wheel of Fortune

CLASSIC-RESTRICTED (TYPE 1.5) BANNED

Any ante card contained in any newly released card set

Amulet of Quoz
Ancestral Recall
Balance
Berserk
Black Lotus
Black Vise
Braingeyser
Bronze Tablet
Candelabra of Tawnos
Channel
Chaos Orb
Contract from Below
Copy Artifact
Darkpact
Demonic Attorney
Demonic Tutor
Divine Intervention
Falling Star
Fastbond

Feldon's Cane

Fork
Ivory Tower
Jeweled Bird
Library of Alexandria
Maze of Ith
Mind Twist
Mirror Universe
Mishra's Workshop
Mox Emerald
Mox Jet
Mox Pearl
Mox Ruby
Mox Sapphire
Rebirth
Recall
Regrowth
Shahrazad
Sol Ring
Strip Mine
Tempest Efreet
Time Walk
Timetwister
Timmerian Fiends
Underworld Dreams
Wheel of Fortune
Zuran Orb

EXTENDED

BANNED

Any cards from the following limited-edition expansions and basic sets are banned unless they are reprinted in a legal set, limited or otherwise:

Arabian Nights
Antiquities
Legends
Limited
Unlimited

The following individual cards are also banned in Extended format:

Balance
Black Vise
Braingeyser
Channel
Demonic Tutor
Fastbond
Hypnotic Specter
Ivory Tower
Kird Ape
Land Tax *
Mana Crypt
Maze of Ith
Mind Twist
Regrowth
Serendip Efreet
Sol Ring
Strip Mine
Wheel of Fortune
Zuran Orb

STANDARD (TYPE II) BANNED

Any ante card contained in any newly released card set

RATH CYCLE
CONSTRUCTED
Cursed Scroll *

*New additions as of July 1, 1998.

House Rules

by Omeed Dariani

Type B Format

Type B is a popular alternative format designed to bridge the moat between Classic (Type I) and Standard (Type II) formats. Brian Habing, a student at the University of Illinois, created the format in the winter of 1995–1996 as a tournament type that appeals to both older and newer players and encourages deck variety. Type B tournaments are held at almost every weekly meeting of the University of Illinois CCG Club, drawing between 12 and 32 players, and the number is growing all the time. The question is, what makes Type B stand out?

Game balance is the key to Type B, which regulates cards like no other format. Type B has a restricted list similar to the DCI's Classic Restricted List, although a few notable cards are still legal for play (Mind Twist comes to mind). Players are allowed four different restricted cards per deck, which keeps power cards from dominating the environment.

In addition, there is an extensive Limit-Two list in the Type B format; players may not have more than two copies of cards on the Limit-Two list. Most direct-damage spells are on this list, as well as counterspells and certain power cards like Thawing Glaciers. In addition, Chaos Orb and Falling Star have errata that make them playable via a die roll, and there is a limit of eight dual lands in a deck—four of any one kind—which keeps players from running away with Classic-style power decks. Another rule that levels the playing field is the optional proxy rule. Under this rule, players are allowed to proxy any four cards. This allows even the newest competitor to play with a Black Lotus or an Ancestral Recall.

All of these changes make for a unique environment. "The Limit-Two list allows for more creative and intuitive deck builders," said Gary Quinn, a regular Type B player. "It also makes it impossible to rely on conventional deck archetypes." The Limit-Two list requires changing the basic structure of many decks, such as using Static Orbs along with Winter Orbs. Dave Sanders, a diehard Type B player, summed up the format's uniqueness: "Sometimes you see Thallid decks make it to the Top 4!"

Every six months, Type B's Restricted and Limit-Two lists are reviewed. The object is to decide if cards should be added or removed from the lists. The players, who vote on any possible

"If the players as a group aren't happy with the rules, then there is no point."
—Brian Habing

changes, carry out this function. Because of this unprecedented player interaction, Type B players are very satisfied by the format, which conforms to their choices.

The students at the University of Illinois use the same formula used by the DCI for the Type B rating system. Type B's current top player is Mike Stuller, with a rating of 1917. Sanctioning is available from Brian Habing, the originator of Type B format, to any organizer interested in running this casual tournament format.

Type B is a diverse field that allows for many possibilities in deckbuilding. For further information about Type B, including the complete up-to-date rules, Banned, Restricted, and Limit-Two lists, and allowed expansions, check out the official Type B website at <www.stat.uiuc.edu/~habing/typeb.html>. With "sanctioned" tournaments, a full ratings system, and interesting rules, Type B could become a favorite variant tournament format.



Type B List

as of June 24, 1998

TYPE B BANNED

All cards involving ante
Channel
Divine Intervention
Shahrazad

TYPE B RESTRICTED

Ancestral Recall
Balance
Berserk
Black Lotus
Braingeyser
Candelabra of Tawnos
Chaos Orb
Demoniac Tutor
Fastbond
Fork
Ivory Tower
Library of Alexandria
Maze of Ith
Mind Twist
Mirror Universe
Mox Emerald
Mox Jet
Mox Pearl
Mox Ruby
Mox Sapphire
Recall
Regrowth
Sol Ring
Time Walk
Timetwister
Underworld Dreams
Wheel of Fortune
Zuran Orb

TYPE B LIMIT-TWO

Arcane Denial
Armageddon
Bad Moon
Ball Lightning
Black Vise
Bottomless Pit

Capsize
Chain Lightning
Copy Artifact
Counterspell
Crusade
Cursed Scroll
Dissipate
Ensnaring Bridge
Erhnam Djinn
Feldon's Cane
Force of Will
Gauntlet of Might
Gerrard's Wisdom
Goblin Grenade
Hymn to Tourach
Hypnotic Specter
Icy Manipulator
Incinerate
Jester's Cap
Jihad
Juggernaut
Juzám Djinn
Kird Ape
Kismet
Land Tax
Lightning Bolt
Mana Drain
Mana Leak
Mishra's Factory
Mishra's Workshop
Moat
Pillage
Propaganda
Serendib Efreit
Sinkhole
Strip Mine
Swords to Plowshares
Thawing Glaciers
The Abyss
Thunderbolt
Vampiric Tutor
Winter Orb
Wrath of God



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Key Plays

by Brian Weissman



If you see or hear about a particularly interesting key play, write to us about it at "Key Plays," c/o The Duelist, P.O. Box 707, Renton, WA 98057, or <duelist@wizards.com>.

Once or twice in the career of a Magic player, he or she makes a play that can only be described as telepathic. It's the kind of play that people talk about for years to come, the kind of play that makes you wonder where such inspiration comes from. My personal once-in-a-lifetime play is the subject of this issue's "Key Plays."

In my final round of Swiss at Pro Tour-Columbus, I was slated to play Dave Dittmer. A great deal was hinging on the match—the winner would finish the tournament's second day with a record of 5-1-1, a score good enough for a Top 8 finish, and possibly good enough to make the third day's Final 4 playoffs. In any case, it was an ante match for at least \$2,500, by far the most important series of games I had played in my whole life. Sitting across the table, Dave looked as nervous as I felt. Mike Loconto, who had won the first Pro Tour event in New York just a few months before, came up to our table to tell Dave to "be strong...be strong." With a nod, a handshake, and a die roll, our match got underway.

Dave was using a fast and aggressive nearly mono-black Necrodeck with a touch of blue for Word of Undoing. My deck was similar but with a splash of white instead of blue for a number of its staple spells. Where I had Swords to Plowshares, he had Soul Burns, and his deck was a little faster than mine on the whole. But my one advantage was a pair of Icy Manipulators—the card that would make this whole story possible.

Dave and I traded creatures early on, and the game didn't really favor anyone until I played an Icy Manipulator. The artifact really changed the dynamics of combat, and Dave was forced to go on the defensive. Eventually, I got him down to 1 life with a Knight of Strom-

gald and an Abyssal Specter, and he started to sacrifice lands to Zuran Orb to stay alive. But my offense had cost me, and his creatures were starting to eat me up. My life total dropped below 10, and my hand was stripped clean by Dave's pair of Specters. It was in this situation, around turn 15 or so of the game, that the play of my life occurred.



My one advantage was a pair of Icy Manipulators—the card that would make this whole story possible.

On my turn I drew a Disenchant, and I had a number of choices. I had in play two Knights of Stromgald, an Abyssal Specter, and an Icy Manipulator. Dave had two Specters, a Knight of his own, and eight or so lands to feed to his Zuran Orb. But my life total was precariously low at 5 and I needed to kill him before he drew one of his three remaining Soul Burns. I took the aggressive stance and came after him with two of my creatures, leaving one Knight back to block his Knight. The creatures dealt 6 damage to him, so Dave had to sacrifice down to five lands to stay alive. I looked at the Disenchant in my hand, I looked at his three creatures, and I said "Done."

Dave untapped, drew his card, and just for a second his eyes flicked toward

my side of the playing field. The gears in my head started turning—what had he drawn? He paused for a long, long time, thinking. Then he calmly said "I announce my attack phase." At that point I could have tapped one of his creatures with Icy Manipulator, but something in my head told me that I wanted him to come through with everything—that I *needed* him to do it. And sure enough, he did, coming at me with all three of his creatures. I blocked his Knight with mine, let the Specters through, and prepared to go down to 1 life. "I give my Knight first strike," said Dave, tapping a swamp. "So do I," I said, tapping a swamp of my own.

And then, before damage was dealt, I tapped another swamp, tapped my Icy, and told him, "Still inside the attack phase, I tap one of your untapped swamps...." There was a moment of absolute silence. Behind him, all the spectators watching Dave's hand let out an audible gasp. Dittmer himself blinked a couple times, and then reached down with a trembling hand to tap one of his four remaining untapped lands. The Knights went to the graveyard. "Um...your turn," he said eventually.

So I untapped, drew another Abyssal Specter, played it, and then came across with both my creatures, hitting Dave for 8, and forcing him to sacrifice all but one of his lands. And you know what he dropped into the graveyard after taking the Abyssal Specter hit? You guessed it—Soul Burn! He had been planning to Soul Burn me for one point and win the game. Instead, with a single serendipitous tap of the Icy Manipulator, I won the game and pretty much clinched a match victory that would earn me a fifth-place finish in Pro Tour-Columbus. That was the key play of my Magic career, and I have been wanting to tell people about it since this column first appeared in *The Duelist*.

Sometimes, my friends—just sometimes—it's better to cast spells *before* your attack phase.

MAGIC

The Gathering®

Official Strategy Guide

The Complete Card Guide Volume 2

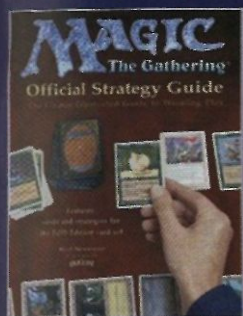
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The Complete Card Guide

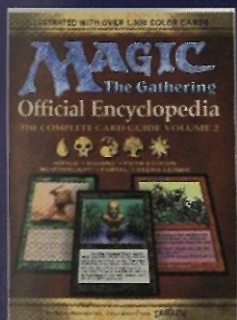
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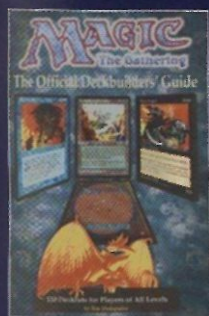
Thunder's Mouth Press is proud to present six important new reference books on **Magic: The Gathering®**. Produced in association with Wizards of the Coast® and *The Duelist®*, these books will provide all the information a player will need to build a better deck and play a stronger game.



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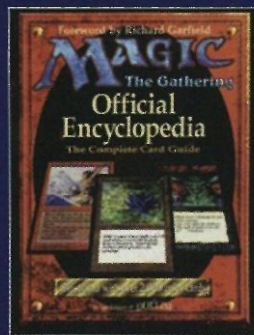


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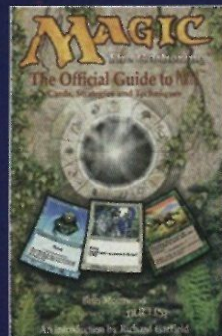


The Official Deckbuilders' Guide provides a wide-ranging selection of some of the most successful decks currently in use. Drawing upon a broad variety of card rarities and values, this guide gives precise instructions on constructing and playing more than 120 decks based on all of the best strategies, as proven by repeated trial in tournaments worldwide.

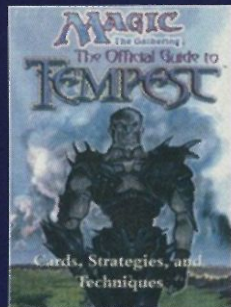
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Insider Trading by Mark Rosewater



CATACLYSM: Magic has mass-destruction cards (Armageddon, Wrath of God, and Jokulhaups) and pinpoint-destruction cards (Disenchant, Dark Banishing, and Stone Rain), but very little in-between. My goal with Cataclysm was to create a card with mass-destruction capabilities that would spare a few cards—one of each type of card remains. I thought this would create interesting design choices, making players try to spread their resources over all four permanent types.

Design of the Times

Here's how several Exodus cards were created:

COAT OF ARMS: Every member of Magic R&D has "secret" agendas that affect card design. One of my secret agendas (one of many, actually) is to create a killer Goblin deck. To that end, I have been sneaking cards into sets, one at a time, to build the deck called "The Goblin Deck that Shall Live in Infamy" (or "Squee's Play" for short).



Coat of Arms is yet another piece of the puzzle secretly smuggled into Magic. As a nice side effect, Coat of Arms also provides a hefty power boost to all "fun" theme decks, which hold a place close to my heart.



DOMINATING LICID: It dawned on me one day that Control Magic would make an excellent ability for a Licid. Unfortunately, we had already finished both planned Licid cycles. But, never one to let lack of symmetry stand in my way, I convinced the Design team that Exodus could have just one Licid (the artifact Licid came later), and Dominating Licid was born.



ERTAI, WIZARD ADEPT: I've wanted to create a standing Counterspell for a long time, but knew it had to be something special when it was finally made. While designing Exodus, we needed to create the Ertai legend card because Ertai gets left behind in Rath. Plus, we've been making an effort lately to make the legendary characters more memorable Magic cards. Since Ertai is a wizard, the Counterspell mechanic fit perfectly.

It's Coming!

With the release of *Magic: The Gathering—Unglued* around the corner, it's time to tickle your fancy with some hints about what to expect in the wackiest Magic set ever.

- A card that combines with Kaervek's Spite to win the game
- A card that can defeat your opponent without ever being cast
- A card more powerful than Black Lotus (*hint: It's called Blacker Lotus*)
- A card involving mass coin flipping and rabid sheep
- A card that puts Eureka to shame
- A card that is a combination of Shatterstorm, Armageddon, Earthquake, and Wheel of Fortune
- A card that can allow your Spikes to help your Goblin Bomb deck



While designing *Unglued*, I felt a lot like Dr. Frankenstein working in his lab. Our "monster" on display is a hodgepodge of different *Unglued* cards (created with help from the Archive Guys).

Mark has always been a wacky card designer. Magic has finally caught up with him.

You do know how to play, don'tcha varmint?



1. Don't cheat.
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3. If you get caught, shoot first.

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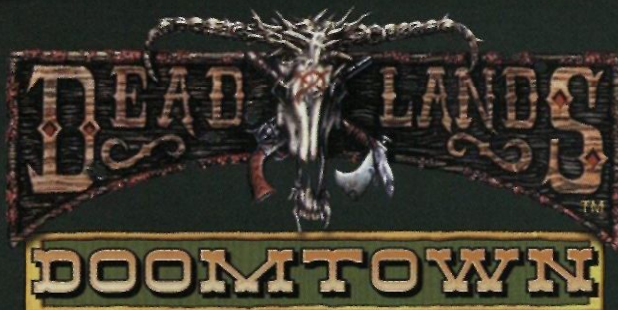
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Magic Comes to the Magic Kingdom

Junior Super Series Championship Held at Disney World

After a year of Qualifiers across the country, the Junior Super Series culminated in the Super Series Championship in Orlando, Florida, June 5-7. The event was held in the spacious DISNEY'S WIDE WORLD OF SPORTS Fieldhouse, which is the Atlanta Braves' spring training site and home to many sporting events.

On Friday, over 160 juniors competed in the Open event, hoping to earn entry into Saturday's Championship. The competitors came from across the United States, with a few Canadians for good measure. In the 16-to-18 division, Bryan

Angeles, and New York. Saturday's Championship began in earnest with 128 competitors in two 64-player divisions competing to make it into their respective Top 8 fields on Sunday.

In the upper division Julian Fane went undefeated over six rounds, losing only two duels with his "Godzilla" deck. The top seed in the lower division, Blake Quelle, played a white-weenie deck. Quelle actually admitted his playtesting

underdogs as the Top 4 seeds in the 16-to-18 division all lost their quarterfinal matches. Then in the semifinals, seeds 5 and 6 both lost, which produced a 7 vs. 8 matchup in the finals.

The upper division finals showcased Florida-native Andrew Pacifico, who had taken second place at the Eastern Division Championship, against Arizona's Shawn Keller, who came in third in the Western Division Championship. After a marathon first game that lasted over an hour, Pacifico's "Five-Color Flagpole Control" deck cruised to victory over Keller's Living Death/Spike Feeder "Peaches" deck, winning three games to none. Pacifico was crowned Champion of the 16-to-18 division, earning himself a \$10,000 scholarship in the process.

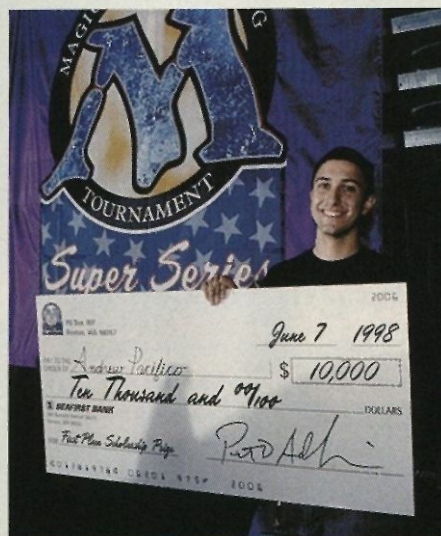
In the 15-and-under division, Jay

Elarar faced Charles Kornblith. The 13-year-old Elarar actually flew to Florida from Vancouver, British Columbia, to compete in the Open on Friday, securing a place for himself in the Championship and battling his way into the Top 8. Kornblith, a Pasadena, California resident,

qualified for the Championship with a seventh-place finish in the Western Division Championship.

Elarar's three-color white-weenie deck proved a good matchup against Kornblith's deck, a variation of Pacifico's "Flagpole." After splitting two games, the players were ringed by onlookers, including Pro Tour-Chicago winner Randy Buehler. Kornblith won Game 3 when Elarar conceded. Although he still had 20 life, Elarar had no way around Kornblith's Tradewind Rider.

In Game 4, Elarar got Kornblith down to 1 life before Kornblith's Tradewind Rider almost locked the game down again. Elarar drew a Firestorm to deal the crucial last point of damage and win the game, and then took the deciding game quickly with an Empyrial Armored Warrior *en-Kor*. For his long flight and



▲ Andrew Pacifico (above) proves himself a champion, while Jay Elarar (far right) battles Charles Kornblith under the watchful gaze of Peter Adkison.

Walker went 5-0, while in the 15-and-under division, Billy Postlethwaite was the lone undefeated player.

Forty juniors from each Open division competed the next day, along with the 24 who qualified in the Divisional Championships held at Pro Tour-Chicago, Los



had led him to misread the metagame, saying, "some of my sideboard cards were useless."

While the Championship raged on Saturday, *Exodus* Prerelease tournaments were held in another end of the

huge room. Normally players would drop from the Championship to go participate in the Prerelease event as their chances to make the Top 8 dwindled. However, scholarships were to be awarded to everyone (the 64th-place finishers received \$1,000 scholarships). Thus there was incentive for even the lower finishers to play until the final round, even if they knew they had no chance to play on Sunday.

Sunday turned into a great day for the



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three grueling days of competition, Elarar became the 15-and-under Junior Super Series Champion and received a \$10,000 scholarship.

Antwerp Tastes Magic's International Flavor

Antwerp, Belgium was the site of April's Grand Prix. Grand Prix Champions Michael Debard, Emmanuel Vernay, and Michael Sochon met Pro Tour-Atlanta Champion Frank Adler, Pro Tour-Chicago Champion Randy Buehler, Belgian National Champion Bart Vanuffel, and 324 other players from more than 14 different countries.

The format of the event was *Tempest-Stronghold* Sealed Deck, and nearly two-thirds of the players used red decks for powerful direct damage. However, only two of the quarterfinalists played red, as shadow and graveyard manipulation also proved to be popular tactics.

The quarterfinals featured three German players (Peer Kröger, Timo Meimberg, and Stephan Valkyser), two French players (Michaël Sochon and Michaël Debard), two Americans (Brian Hacker and Randy Buehler), and Lukas Ladra from the Czech Republic. In the finals, Stephan Valkyser, a 33-year-old math teacher, beat Lukas Ladra three games to two, taking control of the final game with a late Warrior Angel.

Star-Studded Field Competes at Zürich

The competition at Grand Prix-Zürich was possibly stronger than any previous Grand Prix. The field included current World Champion Jakub Slemr, former World Champion Alexander Blumke, four Pro Tour Champions (Jon Finkel, David Price, Randy Buehler, and Frank Adler), and several Grand Prix Champions (Raphaël Levy, Steven O'Mahoney-Schwartz, and Michaël Debard).

Finkel attended in reaction to Buehler,

who was hoping to pick up some Pro Tour player points and thus shrink Finkel's lead before the World Championships next month. Buehler's plan failed as he didn't qualify for the second day, while Finkel went undefeated.

After the second day, the prestigious field was cut to eight players, with Rudy Edwards and Steven O'Mahoney-Schwartz ranked first and second, and Jon Finkel, Janosh Kühn, Marcel Baran, Michael Huth, and Alexander Blumke rounding out the field.

In the finals, Rudy Edwards's questionable drafting came back to haunt him. Describing his primary reason for his 0-3 loss, he said: "My problem was

my deck had a bunch of stupid stuff." Steven O'Mahoney-Schwartz went on to win Grand Prix-Zürich, becoming the first player to win two Grand Prix events, adding Zürich to his victory at Grand Prix-Madrid earlier this year.

Jon Finkel's high showing in Antwerp and Zürich gives him a commanding lead for Pro Tour Player of the Year. With only Grand Prix-Indianapolis and the Magic World Championships left in the 1997-98 season, the rest of the competitors, led by Randy Buehler, will be hard-pressed to catch Finkel. Meanwhile, Finkel shows no signs of resting on his laurels, and is reportedly deep in preparation for Worlds.

Super Series Championship Decks

Andrew Pacifico

Junior Super Series
CHAMPION
(16-to-18)

CREATURES (17)
3 Birds of Paradise
3 Man-o'-War
1 Maro
4 Tradewind Rider
2 Uktabi Orangutan
4 Wall of Blossoms

SPELLS (21)
3 Armageddon
2 Counterspell
2 Dismiss
1 Disrupt
1 Firestorm
4 Impulse
3 Legacy's Allure
4 Mana Leak
1 Whispers of the Muse

LAND (22)
2 City of Brass
5 Forest
2 Gemstone Mine
5 Island
4 Quicksand
2 Reflecting Pool
2 Undiscovered Paradise

SIDEBOARD
3 Chill
2 Disenchant
1 Earthquake
1 Firestorm
2 Light of Day
2 Maro
3 Pyroblast
1 Scragnoth

Shawn Keller

Junior Super Series
FINALIST
(16-to-18)

CREATURES (30)
2 Birds of Paradise
3 Bottle Gnomes
3 Fallen Angel
4 Hermit Druid
1 Lhurgoyf
3 Man-o'-War
4 Spike Feeder
3 Uktabi Orangutan
4 Wall of Blossoms
3 Wall of Roots

SPELLS (9)
1 Dark Ritual
2 Firestorm
2 Intuition
4 Living Death

LAND (21)
3 City of Brass
7 Forest
2 Gemstone Mine
1 Reflecting Pool
5 Swamp
3 Undiscovered Paradise

SIDEBOARD
3 Light of Day
2 Phyrexian Furnace
4 Pyroblast
3 Tranquility
3 Warmth

Jay Elarar

Junior Super Series
CHAMPION
(15-and-Under)

CREATURES (19)
4 Man-o'-War
2 Sky Spirit
4 Soltari Monk
4 Soltari Priest
3 Warrior en-Kor
2 White Knight

SPELLS (23)
1 Disenchant
3 Empyrial Armor
2 Firestorm
2 Mana Leak
1 Memory Lapse
2 Mox Diamond
3 Propaganda
4 Tithe
3 Winter Orb
2 Wrath of God

LAND (19)
1 City of Brass
2 Gemstone Mine
10 Plains
4 Undiscovered Paradise
2 Wasteland

SIDEBOARD
2 Disenchant
1 Empyrial Armor
1 Firestorm
1 Mana Leak
2 Perish
3 Pyroblast
3 Sleight of Mind
1 Torture Chamber
1 Wall of Essence

Charles Kornblith

Junior Super Series
FINALIST
(15-and-Under)

CREATURES (17)
3 Birds of Paradise
3 Man-o'-War
4 Tradewind Rider
3 Uktabi Orangutan
4 Wall of Blossoms

SPELLS (21)
3 Armageddon
3 Counterspell
1 Disrupt
1 Earthquake
2 Firestorm
4 Impulse
3 Legacy's Allure
4 Mana Leak

LAND (22)
2 City of Brass
5 Forest
2 Gemstone Mine
5 Island
4 Quicksand
2 Reflecting Pool
2 Undiscovered Paradise

SIDEBOARD
4 Chill
2 Disenchant
2 Earthquake
3 Light of Day
1 Lobotomy
3 Phyrexian Furnace



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Go Beyond

STRAIGHT FROM THE START

by Melody Alder



Black is the color of death and decay, and it's arguably the most versatile color in

Magic. This power and versatility isn't free, however. Playing black is not unlike making a deal with the dark side.

Sure, you get power, but be careful—the price may be higher than you can pay.

Power at a Price

Black Offers the Power of the Dark Side of Magic



Black can halt a weenie horde in its tracks.

Black specializes in destruction, destruction, destruction, and graveyard manipulation—making use of all that destruction. Black can destroy creatures more easily than any other color, has the best hand destruction (or discard) cards in the game, and ain't too shabby at taking out lands, either. However, black can't easily destroy artifacts, enchantments, or black creatures. In addition to all this devastation, black dabbles in abilities normally reserved for other colors, but these abilities almost always come at a cost, like loss of life or creature sacrifice.

TRICK OR TREAT

If you want variety in your creature force (and lots of gruesome creature types like Specters, Vampires, and Imps), black is the color for you. You can recruit a nice selection of big and small fliers and ground creatures, and get a medley of special abilities to boot. Want creatures that regenerate? Try Restless Dead or Zombie Scavengers. For swampwalk, enlist Odylic Wraith or Bog Wraith.

You can also pump the power of many black creatures. The most famous pumpable creature in the game may be Frozen Shade. Sometimes pumping creatures requires more than just spending mana, though. Remove the top creature in your graveyard from the game to give Necratog +2/+2, or sacrifice a creature to give Fallen Angel +2/+1.

Other creatures in black are powerful for their casting costs, but require you to "pay the price." Some of these creatures, like Hidden Horror and Commander Greven *i/-Vec*, force you to either discard or sacrifice a card when you cast them. Others, like Fledgling Djinn, damage you every turn just for the pleasure of controlling them. Another set of drawback creatures is the "skulkers," which run and hide if they're ever targeted by a spell or ability such as Skulking Ghost and Tar Pit Warrior.

Not all of black's creatures have drawbacks, however. You'll find some excellent small creatures, like Black Knight and Knight of Stromgald, and some of the best creatures with shadow in the game, such as Dauthi Horror and the pumpable Dauthi Mercenary. Abyssal Specter and Mindstab Thrull cater toward discard, making your opponent get rid of cards in hand. Nekrataal destroys a nonblack, nonartifact creature of your choice when it comes into play, while Crypt Rats is a walking Pestilence, allowing you to spend black mana to deal damage to

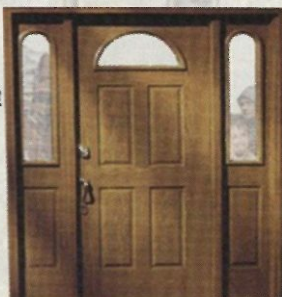
Billy is asked to DM.

Billy has no time.

Billy says "yes" anyway.

Billy is screwed.

KNOCK
KNOCK
It's 6:30!



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each creature and player.


For graveyard manipulation, look to Gravedigger, which lets you return a creature from your graveyard to your hand when you cast it. Or, try a more direct approach by using Nether Shadow, which just won't stay dead, or the 5/5 Necrosavant, which you can bring back into play from the graveyard by spending mana and sacrificing a creature.

DAWN OF THE DEAD

Speaking of graveyard manipulation, black definitely knows how to use (and reuse) dead creatures. If you want to bring creatures directly into play without paying their casting costs, black provides many

destruction cards in the game. Terror, Dark Banishing, and Diabolic Edict can all take out one creature quickly and efficiently. The difference between black and red is that with black, you don't have to worry about the creature's toughness, you just destroy it. However, cards like Weakness and Enfeeblement can kill many weenie critters.

On the other hand, black does deal mass damage through enchantments (Pestilence), creatures (Crypt Rats), and instants (Dry Spell). Evincar's Justice is a hot mass-damage spell in the current tournament environment. This buyback sorcery deals 2 damage to each creature and player, which can stop a weenie horde in its tracks.



While black tends to jump into wholesale destruction with both feet, it just dabbles in other abilities.

options like Animate Dead, Living Death, and Corpse Dance. These spells are particularly helpful if the creature you're resurrecting is difficult to get into play otherwise (think Elder Dragon Legends).

Black also provides spells that help you put creatures in your graveyard. Buried Alive lets you search your library for up to three creatures and put them in your graveyard. These graveyard creatures can then be used to pay for other effects—for example, to increase the power and toughness of Necratog or to pay for Barrow Ghoul's upkeep. Or, you can put high-casting-cost creatures in your graveyard and then use one of the reanimation spells to put them directly into play.

If you simply want to recast a creature you lost to an Incinerate, spells like Raise Dead and the buyback spell Disturbed Burial put creatures from the graveyard back into your hand. These spells make sure your creature supply doesn't dry out, and are useful for getting your best creatures back into the fray.

DEATH AND DESTRUCTION

Although graveyard effects are a staple black ability, most people turn to the dark side because of its power to destroy creatures, lands, and cards in hand. Let's face it, black has some of the best creature-

important consideration after giving up all your cards.

Black also specializes in two other areas of destruction: hand destruction and land destruction. In addition to the creatures that can force your opponent to discard, black offers many spells which attack your opponent's cards in hand. These include Coercion, Stupor, and Agonizing Memories. With enough mana, the nasty Mind Warp can break an opponent's hand in one blow. For land destruction, black offers several options in Standard, like Choking Sands, Blight, and Rain of Tears.

MORE IS BETTER

While black tends to jump into wholesale destruction with both feet, it just dabbles in other abilities, but does them black-style—painfully. Two main abilities black has co-opted (or is that corrupted) from other colors is green's fast mana production and blue's card-drawing ability. When it comes to quick mana, nothing beats good ol' Dark Ritual. But other black mana spells make you sacrifice something (usually a creature) to get the mana, like Culling the Weak, which makes you sacrifice a creature to produce black mana.

For card drawing, black makes you trade your life for cards. Necropotence is the most famous of these, and it has spawned many popular decks over the past few years. *Exodus* brought Necro back (sort of) with an instant version of the original called Necrologia. Infernal Contract is another spell that trades life for cards, which can be a good deal depending on when you cast it, since you have to pay half your life to get four cards.

LET'S MAKE A DEAL

Many beginning players choose not to play black, saying the color is too punishing, that they end up killing themselves just trying to cast spells. More experienced players know how to manage their resources and aren't afraid to use them. Whether you win the game with 1 life or 20, you've still won, and if you do 19 damage to yourself in order to win, that's what those life points are for. Playing black means making some trades. You just have to learn how to make that Faustian bargain without losing your life in the process. ☠

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DECK DECONSTRUCTION

by Beth "BethMo" Moursund



Much of today's tournament environment consists of four- and five-color decks or one-trick combination decks. Despite that, simple monocolored decks remain very strong. One of the strongest decktypes in the 1998 U.S.

Regionals was a beatdown deck called **Suicide Black**, an ultra-fast mono-black weenie deck.

Death Before Dishonor

Walk the Razor's Edge with Suicide Black

The deck is called "suicidal" because it uses Sarcomancy (which gives a quick creature advantage but can kill its user in a long game), and because of its all-out aggressive strategy. The name also harkens back to the older "Suicide Necro" deck archetype.

BUILDING THE DECK

Suicide Black is a member in good standing of the "weenie deck" family. As such, the core of the deck is its weenie creatures. In addition to the four Sarcomancies, most Suicide Black decks include 20–24 creatures, nearly all costing two mana to cast. Variations do exist; our sample deck only plays 15 two-casting-cost creatures plus 2 Nekkaraals, while another Nationals-qualifying Suicide Black deck, designed and played by Alan Newman, plays 18 two-casting-cost creatures, 5 three-casting-cost creatures, plus 2 Nekkaraals and 1 Morinfen!

When choosing creatures, look for those that are the most cost-effective when attacking. Black Knight, the classic undercosted black creature, is a top choice; so are Erg Raider and Dauthi Slayer—their attack requirements are generally not a problem since the goal of this deck is to attack constantly. Dauthi Horror is another top pick since it can slip past Wall of Blossoms and other blockers so prevalent in today's environment. In addition, it can't be blocked by the popular white creatures with shadow.

After these top-notch creatures, choices become more varied. In the one-mana slot, Sewer Rats, with its ability to pump to 4/1 (exactly enough to kill a blocking Wall of Blossoms or a Tradewind Rider), is a decent bargain that fits well with the suicide theme. In the two-mana slot, Knight of Stromgald is usually a top pick for black weenie decks, though it appears less commonly in Suicide Black. Skulking Ghost and Foul Imp are both two-mana-for-two-power creatures that can fly over Walls, and their drawbacks aren't all that bad for this deck. And Barrow Ghoul makes a great midgame creature for Suicide Black (you'll either have creatures

in your graveyard or a dead opponent). Some players also include a few three-mana creatures as well, relying on Dark Ritual to get them out early: Dauthi Marauders for more shadow power, Hidden Horror for brute force, and a rare Bone Dancer for trickiness (plus, it's a Zombie, to go with the Sarcomancy). Very few players use Nekkaraal because it's too expensive for this deck at four mana, but a combination creature and Terror is still a bargain. Most Suicide Black decks, however, stick to the arsenal of two-casting-cost creatures because speed is paramount for a deck with almost no defense.

Next come the noncreature spells. As mentioned earlier, four Dark Rituals are the keystone of its overwhelming speed. Unholy Strength is almost as important, and most versions include four. Another near-universal addition is Cursed Scroll—usually two to four in the deck—which gives the deck a non-creature path to victory.

Bad Moon is more controversial. Some players include four while others insist that four more creatures are a much better use of the card slots. Another much-debated card is Kaervek's



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rescue deck



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Stenger Black

Not many women play high-level tournament Magic, so Christa Stenger's victory in the Southwest Regionals drew a lot of attention. Here's the version of Suicide Black that she and her husband Matt played. (Matt ended up placing 20th.)

BLACK

- 4 Bad Moon
- 4 Black Knight
- 3 Choking Sands
- 4 Dark Ritual
- 3 Dauthi Horror
- 4 Dauthi Slayer
- 4 Erg Raiders
- 1 Kaervek's Spite
- 2 Nekkartaal
- 4 Sarcomancy
- 4 Unholy Strength

ARTIFACT

- 3 Cursed Scroll

LAND

- 16 Swamp
- 4 Wasteland

SIDEBOARD

- 2 Coercion
- 2 Diabolic Edict
- 2 Forsaken Wastes
- 4 Gloom
- 2 Perish
- 3 Spinning Darkness



Spite. Many players include one or two of these risky spells as a finisher and praise them immensely, but other players find them too often ending up as dead cards in their hands.

Many Suicide Black decks ignore defense entirely, focusing purely on overrunning opponents. Aggressive versions might use Paralyze to take out blockers and to gain a little reprieve from attackers, while more control-oriented versions might use Nekrataal. Some versions may include Terror, Diabolic Edict, or Ashes to Ashes in the main deck, and many versions have them in the sideboard.

Many Suicide Black decks have land destruction as a sub-theme. Four Wastelands are common, especially with the current popularity of four- and five-color decks. Some also include a few Choking Sands for land destruction with damage potential. Land destruction is meant to slow down the opponent's defense, keeping open a window of damage opportunity.

I generally don't say much about sideboards here because they vary so much depending on the local metagame. However, I can't resist mentioning one sideboard card that wins many second and third games for Suicide Black decks: Bottomless Pit. Against most slow strategies, this card gives you a massive advantage. It rarely hurts you, since you'll generally play your cards as soon as you draw them, while it causes havoc on a slow defensive deck.

PLAYING THE DECK

Suicide Black is all about offense: throw everything you can at the enemy and hope you can win before your opponent's deck starts working (against slow/control decks), or before you get killed (against other fast decks). An ideal start for Suicide Black is to play a swamp, Dark Ritual, Sarcomancy, and a two-mana creature on the first turn, followed by Unholy Strength or Bad Moon on turn two, and then to attack for 6 damage—all before your opponent has two lands in play.

However, when playing against a control deck, consider the possibility of reset buttons like Wrath of God, Earthquake, Nevinyrral's Disk, and Living Death. Unless you can win immediately, or you can keep your opponent below four mana by land destruction, play only enough creatures to get past your opponent's defenses. Force the opponent to deal with the creatures you have in play already. Suicide Black can nibble away for 4 life apiece from an Unholy Strengthened Dauthi Horror and pretty much force the choice for the opponent.

After the first couple turns, you may find yourself with an Unholy Strength and a choice of two or more creatures to cast it on. Putting it on a creature with shadow will usually give you the most damage. However, if your opponent has direct-damage

spells, you may want to cast it on a creature with higher toughness. Unholy Strengthened Erg Raiders can destroy most blockers, and can't be killed by a single Shock or Incinerate.

SUICIDE NECRO

The name "Suicide Necro" actually pre-dates Suicide Black; it refers to a Necrodeck without Nevinyrral's Disk or any other way to get rid of its own Necropotence. This deck type is still quite viable, and it uses most of the same cards as Suicide Black. However, many Suicide Necro players avoid Sarcomancy—they're losing enough life to their own Necro. Some shy away from Erg Raiders for the same reason, since decks featuring Propaganda and Ensnaring Bridge are showing up in quite a few tournaments.

The playing strategy for a Suicide Necro is very much the same as Suicide Black: hit them hard and fast. However, the Necro version has a way around the "running out of steam" problem most fast decks face, since it can use Necropotence to refill its hand midgame.

LOOKING AHEAD: EXODUS

Exodus hasn't yet been released as I'm writing this, so I don't know what its impact on tournament decks will be. However, several cards have potential for Suicide Black strategies. Carnophage, in particular, seems to be made for the deck. Like Sarcomancy, it gives you a 2/2 Zombie for 1, but this one costs you 1 life each upkeep. If you get too low on life, however, you can avoid the life loss by tapping Carnophage. And since Carnophage is a Zombie, it can also keep Sarcomancy from damaging you. Dauthi Warlord might also be worth including; since you're already playing with eight other creatures with shadow it will usually be at least a 2/1.

Among noncreature spells, Oath of Ghouls may be worth investigating. It won't help with Suicide Black's fast creature rush, but if the duel lasts long enough to reach the midgame, you're almost certain to have more creatures in the graveyard than any opponent. Once again, if there are no creatures in your graveyard, that probably means your opponent is dead soon. Necrologia is an interesting alternative to Necropotence for refilling your hand, and might blur the line between Suicide Black and Suicide Necro. It's expensive, but in the midgame you might cast it with your less-than-critical Dark Rituals. Finally, Hatred, though equally expensive, may be a good game-ender. With the perfect draw (a one-mana creature and two Dark Rituals), it can give you a second-turn win, and even without it, Hatred goes well with shadow creatures. ☠

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by Eric Tam



There is no "perfect" set of sideboard cards for any particular deck, and no checklist of items that must be in a sideboard. There are, however, a number of constraints and strategies you should take into account when creating a sideboard.

Side by Sideboard

Some Helpful Asides on the Sideboard

Your sideboard will figure into more than 60 percent of the games you play at a tournament. Some players note that their sideboards make up one-fifth of the cards they take to tournaments—in essence, they bring 75-card decks. The sideboard may be even more crucial than that. The average 60-card deck uses only around 35–40 nonland cards, so the sideboard actually accounts for up to 30 percent of a deck's spell repertoire. Therefore, your sideboard can be just as important as your deck's core spells.

WEARING A STRAITJACKET

The biggest constraint you face when determining which cards go into your sideboard and which stay in your suitcase is the absolute limit of 15 cards. Experienced players often have 30–40 initial candidates for their sideboards, and the 15-card limit forces careful consideration.

First, cards that fulfill multiple purposes or deal with more than one threat become more valuable than cards you can only use against a single deck type. This is not to say that specialty cards like Circle of Protection: Red or Light of Day are useless, but multipurpose cards make your sideboard more useful against a variety of opponents. For example, at last year's Nationals the creatureless blue/white Counter-Post and artifact-heavy Prison decks posed two major threats, so Straw Golem was a better sideboard option

for an aggressive deck than either Tsunami or Shatterstorm. Using cards that are effective against multiple decks gives you "slot advantage" in your sideboard, increasing your options.

Although flexibility is desirable, sometimes maximum effectiveness against specific threats is paramount. It is reasonable to sacrifice some versatility by assigning sideboard slots to deal with certain critical threats. In these cases, be aware that the best cards for defending against such threats may not be those versatile "best" cards in Magic. For example, if Cursed Scroll—rather than artifacts in general—is your deck's nemesis, don't mess around with Disenchant, which is flexible but can destroy only one scroll. Instead, simply use Null Rod to shut down all of your opponent's present and future Scrolls with a single card.

Second, the 15-card restriction makes it difficult to introduce an entirely new combination to your deck, or to completely change your deck's strategy through a surprise transformation (such as filling a creatureless deck's sideboard with creatures) without severely limiting your sideboard options. Transforming sideboards are not always a horrible idea, but if you spend eight or nine of your sideboard's slots on such a surprise, you leave yourself wide open to a number of threats.

Third, be aware of cards in your main deck that may be liabilities against certain opponents and will need to be removed. Be sure to leave room in your sideboard for solid cards you can use to replace these weak cards. For example, if you're playing a slower Necropotence deck with four Nekrataals and two Spinning Darkesses, you should have generic sideboard options like Knights of Stromgald or Steel Golems ready in case you meet a mono-black swarm deck. These cards should also be as versatile as possible. The Knights and Golems can replace cards that might be weak against other decks, like Necropotence against direct



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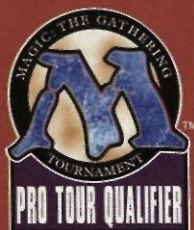
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damage decks, or Stupor against reanimation decks.

THE MORE THE MERRIER!

When constructing your sideboard, you want to make it representative of the environment—don't worry about threats you have only a slight chance of facing. However, many players make the mistake of equating the number of cards they include against a certain threat with the importance of that threat.

I have often overheard this comment before a tournament: "My mono-red burn deck can deal

anticipated themes and deck types. These cards are commonly blunt hoser cards, like Circle of Protection: Red, City of Solitude, and Karma. While hoser cards can be powerful in the right context, all too often players thoughtlessly assume these cards are always the best solution. However, cards should always operate within a context. If you're using a sideboard card to augment your deck's effectiveness, and not to transform the nature of the deck, the card must fit within the nature of the deck to be effective.

For example, Circle of Protection: Red is extremely powerful against direct-dam-

seemed too risky, or the third and fourth Dissipates you couldn't fit into your control deck. These are all good candidates to bolster your sideboard because you know they fit the deck's theme.

YOUR SIDEBOARD IN THE MIRROR

When creating sideboards, most players often forget to consider how to sideboard against their own deck! If you're playing a deck you obtained from the Internet or a magazine, you must include sideboard cards—and maybe a few surprises—to use against similar decks. Sideboarding against similar decks requires additional thought and effort, since many of the traditional hoser cards are not viable (playing Tsunami in a blue/green Tradewind Rider-Awakening deck to beat other Tradewind Rider-Awakening decks will probably not work).


Here are a few examples of nasty sideboard cards to use in similar deck match-ups: Bottle Gnomes in Sligh versus Sligh, Kaervek's Spite in black swarm versus black swarm, and Aura of Silence in Prison versus Prison.

FAIR IS FAIR

Although I have indirectly referred to many examples, I feel one last point is important enough to state explicitly: your sideboard must take into account your opponents' possible sideboard options. Consider the potentially devastating impact of the hoser cards I've mentioned. You must be well prepared for these cards after the first game of a match. You should never build a mono-black swarm deck, for example, that is helpless against Circle of Protection: Black, Karma, or Light of Day after sideboarding.

After considering all sideboard options and scenarios, take one last look at your deck. Are there many threats for which you have no options or only weak options? If so, you may want to consider changing certain fundamental aspects of your deck. On the other hand, if your deck seems to have a whole range of interesting and effective maneuvers after the first game, this is a good sign that your deck has potential. ☛

Eric Tam looks good in a straitjacket, but finds it hard to maneuver in.



To maximize your sideboard's effectiveness, go through your most likely substitutions to check if any sideboard assignments are overkill.

with Deck X after game one. I have 10 cards in my sideboard to deal with that deck." But having 10 cards in your sideboard to deal with a single deck isn't particularly useful. Assuming your deck is pretty good to begin with, there is a limit to how many cards you can realistically swap in without destroying your deck's integrity.

For example, a fast, red-based deck centered around direct damage and small creatures does not have enough room to substitute in four Pyroblasts, four Boils, and two Jinxed Idols. Removing 10 low-cost, aggressive cards for 10 slower, more passive cards would rob the deck of the speed that made it work in the first place.

The point is that your sideboard should not include so many cards dedicated to beating a certain deck such that you expose yourself to the rest of the field. Many players make the mistake of not bothering to consider whether they can actually fit those 10 sideboard cards into their decks without falling prey to tunnel vision. To maximize your sideboard's effectiveness, go through your most likely substitutions to check if any sideboard assignments are overkill.

THEME WEAVING

A common sideboard habit is simply to reach for the "best" cards to use against

age decks when used in a passive, mana-heavy five-color blue deck. This does not mean CoP: Red will be as useful in a white swarm deck that is light on mana and teeming with creatures. The Circle's effectiveness will be restricted in the swarm deck due to that deck's low mana base and inability to back up the Circle with other control elements. Far more effective choices are available to a white swarm deck for dealing with direct damage. Honorable Passage complements an aggressive, creature-oriented theme nicely. If you desire a purely defensive option, Warmth may be better in a deck that uses a light mana ratio.

Look for sideboard cards that both defend against enemy strategies and work in combination with cards in your deck. For example, in a white swarm deck using creatures with protection from red or black, Sleight of Mind makes a flexible sideboard alternative for defending against anti-color sideboard spells. Plus, you can use Sleight of Mind to change the protection color on your creatures to evade blockers or removal spells.

Cards that just missed the cut for your main deck also make great choices for the sideboard. Take a look at that second Necropotence in your Suicide Black deck, the finishing Overrun you left out of your green swarm deck because it

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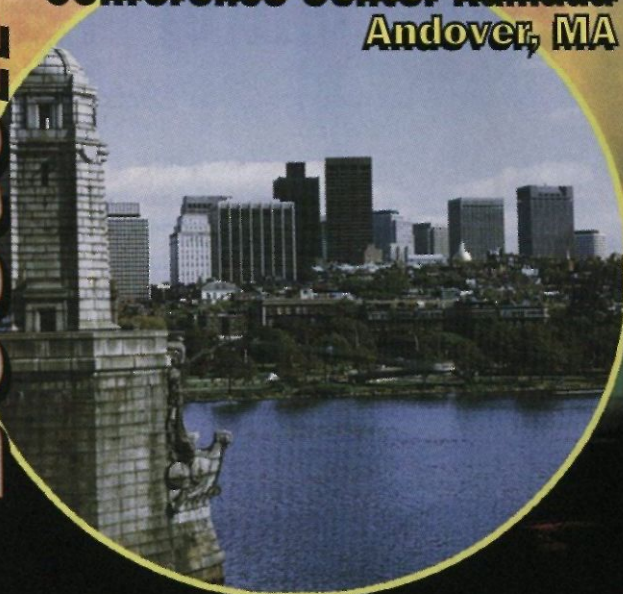
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As usual, when a new set is released into the Constructed maelstrom, the environment shifts dramatically and the tournament-playing public undergoes dramatic mood swings. Players go from the peak of curiosity and excitement to the troughs of disgust and back again.

Cruise Control

The Impact of Exodus on Speed Decks

Many professional players are already building and playtesting *Exodus* decks as I write this—a scant week after the Prerelease. Innovators are posting decks to the Net as I wrestle to predict the impact of a new set on the Standard environment, which is difficult due to the schizophrenic nature of Standard these days. Gone are the days when you could count on specific deck types.

Today, aggression comes in red, black, and white weenie flavors, while control can be found in base-blue, base-green, five-color Tradewind, and Godzilla-style graveyard-manipulation decks. Plus, strange combo decks like ProsBloom always lurk in the background. *Exodus* seems to offer something to all three branches of deck design that nobody knows how the balance of power will shift in the aftermath.

THE NEED FOR SPEED

Aggressive strategies have always been about one thing and one thing only: blinding speed. Low casting cost and high damage potential are the only considerations that matter to an aggressive strategy.

Carnophage, a 2/2 Zombie for ♣, is the obvious offensive standout. Its upkeep is negligible; if an opponent has Walls blocking your path, just leave Carnophage tapped. With eight possible 2/2 creatures for ♣, Suicide Black decks have the potential to play 6 points of damage dealers on the first turn with Dark Ritual.

Hatred will also have an impact, although only the most courageous or the most foolhardy players will dare play this Channel/Howl from Beyond in an environment with so much burn. However, a first-turn Zombie followed by some sort of Dark Ritual–Mana Vault–Lotus Petal–Mox Diamond madness to cast an 18-point Hatred can kill on turn two.

Red is getting continuously weaker thanks to *Stronghold* Walls, Spike Feeders, Spinning Darkness in black sideboards, turn-two reanimated Verdant Forces, and possibly, the new Oath of Druids decks (see sidebar). It is possible that a new Truly Suicidal Black deck using Hatred could take over as the way to win before your opponent has three permanents in play, just by pressing your luck.

Aggressive red decks should benefit from Sonic Burst, the Balduvian Bolt from *Exodus*, which has gotten much less attention than it deserves. Four points of instant damage for 1 ♣ simply cannot be underestimated when combined with a plethora of cheap, efficient red creatures and a load of burn (not to mention Cursed Scroll, Null Brooch, Ensnaing Bridge, and the rest of the “dump-your-hand” posse).

White weenie gets an excellent critter for the three-mana slot in Paladin *en-Vec*, whose casting cost is more than acceptable in a deck in which the majority of creatures cost two mana. Protection from red and black makes it nearly invulnerable to most targeted removal in the environment. Combined with *en-Kor* and the white creatures with shadow, Paladin



en-Vec promises an extremely hostile environment for either red or black aggressive decks. In fact, the existence of the Paladin alone may discourage the proliferation of mono-red and mono-black speed decks.

Also, as if Wasteland were not enough to discourage playing with nonbasic lands, *Exodus* introduces Price of Progress, Skyshroud Elite, and Skyshroud War Beast to make playing with these lands even more risky. I mention these cards here because they belong in the sideboard of aggressive decks to use against rainbow decks, since control decks tend to be more multicolored than aggressive decks.

THE NEED FOR SPEED (TWO)

Exodus also forces control strategies to become much faster at establishing defensive options. For one thing, Hatred will force almost all control decks to play with instant removal. Mono-blue defense decks à la Draw-Go might want to pack Unsummon, Disrupt, and Force Spike. Even if Hatred ends up being weak, modern-day aggressive decks seem to get a touch faster with every expansion. Carnophage, Sonic Burst, and even Price of Progress will make life, in the words of Thomas Hobbes, "nasty, brutish, and short."

Exodus also supplies the mid-speed C&C (for "critters and control") Magic Factory decks with the ability to cause trouble more quickly. Equilibrium turns every Bird, Wall, and Tradewind Rider into a Man-o'-War. In addition, Mana Breach can cause endless headaches for fast mana-curve strategies—particularly mono-red beatdown decks that need to quickly play lands for Fireblast. Slower control decks might be able to wait it out, destroy Mana Breach, and then Wrath at will. However, with enough alternative mana sources, C&C Magic Factory could establish a Tradewind lock before its opponent can get four mana for Wrath of God.

Finally, post-*Exodus* control strategies must be even more mindful of the various "turbo" decks. One-trick combination decks like ProsBloom are always a threat, but rarely has there been anything as dangerous as the various Pandemonium decks. Again, we're talking about the possibility of second-turn kills: land, Mox or Lotus Petal, and Mana



Okay, So I Drafted Sam Bowie . . .

By now, most of you have read my scouting report for *Exodus*. Well, let me say this up front so no one misunderstands: mistakes were made. I missed some of the most abusive cards in the set (of course I had to write the article on two days' notice). After spending more time evaluating the cards in *Exodus*, I now offer some new candidates for consideration as Most Valuable Player.

THE NEW MVP

Oath of Druids is my current pick for MVP because it has the potential to completely eliminate an entire strategy from consideration. Creature-rush strategies, currently dominant in Standard and always a factor in Magic, face an enormous problem in Oath of Druids. In short, a fast, creature-based strategy could now consistently face a turn-three Archangel or Spirit of the Night. Even if you can remove this Shaq-Diesel, the Oath deck will merely replace it during the next upkeep.

The only way to prevent this from happening is to play no creatures, but then how do you win? Mono-red could possibly burn its way to victory, but what does everyone else do? Plus, Oath of Druids is an enchantment—a permanent that red, blue, and black can do little or nothing about. Oath of Druids doesn't go away when someone casts Wrath of God, Armageddon, or even Jokulhaups, which makes it even scarier for the typical aggressive deck.

I predict the better Oath of Druids decks will use a load of countermagic and play with Spike Feeders, Bottle Gnomes, or similar control-oriented creatures that can be sacrificed to activate the Oath, plus the heavy artillery—Archangel and Spirit of the Night. Even if the Oath deck does not dominate Standard for the next few years, its impact on the metagame will be enormous because it can shut down an entire Magic strategy: creatures.

ALL STARS

There are other impact cards as well, such as Null Brooch, which fits in perfectly with the latest trend in Magic: rewarding players who empty their hands quickly. Cataclysm seems extremely promising for a number of strategies as the ultimate weapon of mass destruction. Traditional control decks may not use Cataclysm, but PropOrb and white weenie with Empyrial Armor may take full advantage of it. Keeping an armored Priest, a plains, and a Mox Diamond versus your opponent's single creature and lone land is an enormous advantage. *Exodus* also provides what blue players have been clamoring for since *Tempest*—Forbid, the buyback counterspell. —R.H.

Vault, followed by Pandemonium and two Phyrexian Dreadnoughts for 24 damage.

Unfortunately, *Exodus* doesn't appear to offer much to traditional control decks. Forbid will certainly strengthen permission decks, because players can use sideboard cards like CoP: Red in their main decks and then dump them to Forbid when they're useless. But at 1♦♦♦, Forbid is hardly the speed control that slower strategies need in the new environment.

Reaping the Rewards may replace Gerrard's Wisdom in control decks that use multiple Forbids. But the so-called fixed Zuran

termagic, turning each Counterspell into an offensive weapon. (For more on this deck, see the sidebar.)

White-weenie control will abuse all of white's incredible mass-removal spells. No current deck will enjoy getting caught between four Wrath of Gods, four Cataclysms, and four Armageddons. Even if you personally don't care about Wrath or Armageddon individually, you will care about your opponent packing eight destroy-all-lands spells and eight kill-all-creatures spells. In addition, white fares best against Oath of Druids decks because it can deal with enchantments quickly and effectively. The splashable Jackalope Herd is perfect for a mass-

Druids deck, and should be able to put up enough layers of defense to cope with most aggressive rush decks. In addition, Prison can handle control decks with mana restriction and other lock decks with light countermagic and artifact/enchantment removal. Prison is also one of the few decks that can take full advantage of Cataclysm by using Propaganda and artifact mana. An interesting possibility, to be sure.

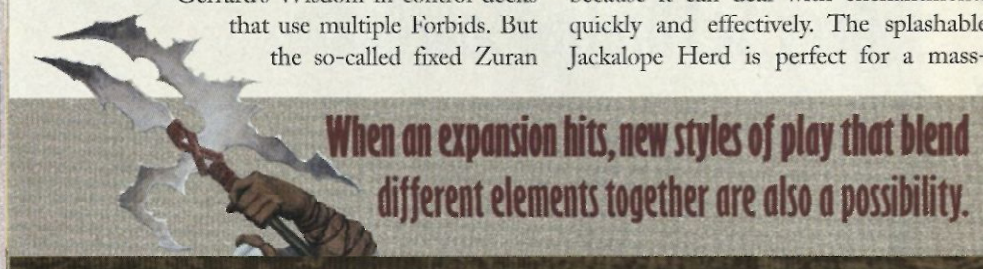
LIKE PIECES OF A PUZZLE

Piecing all these speculations together, we approach what might be a coherent prediction. I think the weenie-rush decks that have dominated Standard for so long are on their way out for a number of metagame reasons. First, Oath of Druids puts a severe crimp on fast-creature strategies. Second, Cataclysm promises to wreck decks that dump cards quickly to abuse Cursed Scroll. Third, beatdown has dominated so long that the environment is now loaded against it with cheap blockers, quick removal, and mass removal (Firestorm, Wrath of God, Shard Phoenix, Earthquake, etc.).

However, aggressive rush decks will still be a factor. I don't believe traditional creatureless control will be particularly effective in the long run. The new generation of Oath-Control and C&C Magic Factory decks using Walls, green utility creatures, Tradewind Rider, Man-o'-War, and possibly Equilibrium may be more robust in an environment still defined by extreme speed. I suspect control players will begin to play with Force Spike to deal with first- or second-turn threats from both speed-rush and speed-combo decks.

The old styles can all be updated, of course. *Exodus* provides faster creatures for black weenie, faster burn for mono red, Forbid as a counterspell, Recurring Nightmare as a way to extend graveyard decks, Paladin *en-Vec* for white weenie, and Jackalope Herd for more beef in green. New unpredictable styles may even come screaming out of the chaos. I, however, will be tuning my creatureless control deck.... ♣

Robert Hahn, our new assistant editor in chief, has also been toying with the idea of a creatureless editing staff.



Orb is no Z-Orb and seems inferior to Gerrard's Wisdom in swing potential. Gaining 2 life while sacrificing lands over a few turns versus gaining 14 life in one burst are dramatically different for most control strategies. The first merely keeps you one step from death, whereas the second gives you breathing room and time to clamp down with iron control.

OH, THE POSSIBILITIES

When an expansion hits, new styles of play that blend different elements together are also a possibility. *Strongholds* top-notch Walls made C&C Magic Factory decks feasible, after all. What might *Exodus* bring about? I see four possibilities: Oath of Druids decks, white-weenie control decks, empty-hand lock decks, and Pandemonium decks.

In a way, Oath of Druids decks may redefine the meaning of control. Traditionally, control's enemy was fast, creature-based beatdown decks. Against this deck, the typical control deck merely tried to survive the early game. Oath of Druids has the potential to change this mentality by giving permission-based control decks the ability to play a major, "game-over-in-four-turns" threat on turn three without using mana (say hello to my Archangel). An Oath of Druids deck can then back up that threat with coun-

destruction white weenie deck, because it is impervious to Wrath and large enough to crunch through 4-toughness Walls.

The third possibility is a lock deck based around emptying your hand as well as your opponent's. Emptying your opponent's hand is always a good strategy, while emptying your own hand allows you to benefit from Cursed Scroll, Bottomless Pit, Ensnaring Bridge, and Null Brooch. Although the lock is a four-card combo, each element stands well on its own. Plus, once the lock is in place, the only way to break free is with an Uktabi Orangutan (or possibly a Goblin Tinkerer).

Finally, the Pandemonium deck I mentioned earlier is the first of the turbo-combo decks. Because each combo is relatively unique, they can change the environment in unpredictable ways. The Pandemonium deck is the most interesting (and appears most viable) largely because it only requires a splash of red to an otherwise straight control-library manipulation deck. Eight combo cards plus eight combo-fetching cards plus 28 countermagic cards could very well work. On the other hand, the combo is fragile, and both Pandemonium and Phyrexian Dreadnought are useless by themselves.

One other interesting possibility for post-*Exodus* is a resurgence of Prison. Prison decks need not fear the Oath of



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It has been said
that a true
samurai must
know how to pour
tea as well as
spill blood. The
creatures of the
Shadowlands
Horde are still
working on the
tea-pouring
part....

Hearts of Darkness

Mastering the Shadowlands Horde

Some TCG players like the dark side of life, full of villains and evil doings. In *Magic* they favor mono-black decks. In *Legend of the Five Rings* (L5R) they flock to the Shadowlands Horde, formerly known as Junzo's Army. However, Rokugan holds plenty of contenders for the villain's role. It isn't always clear who works for evil—were the corrupt Phoenix evil or just misguided? Can the exiled Scorpion who betrayed the Empire be redeemed? After all, even samurai make mistakes.

This month's introductory installment of "Ring-side" takes a look at the major villains of L5R and presents a sample Shadowlands Horde deck.

FU LENG

The ultimate source of disharmony in Rokugan is Fu Leng, the least fortunate of the nine children of Lord Moon and Lady Sun. Fu Leng's downfall began when Lord Moon sought to kill all his children, fearing them as rivals. While his eight brothers and sisters escaped relatively unscathed, Fu Leng suffered mightily and fell from the heavens into *Jigoku*, Rokugan's demon-infested hell. While his brothers and sisters founded the Hantei dynasty and created the Great Clans, Fu Leng lay forgotten under the earth, slowly being twisted by

the
teachings
of the oni.

How, then,
can anyone be
surprised at the anger
he bears his siblings?
When he climbed
out of the festering

Shadowlands into which he had fallen, Fu Leng raised a mighty horde to destroy the empire his siblings had built. His attack failed, and the original Thunders and Shinsei bound him into the Shadowlands using the 12 Black Scrolls. The scrolls themselves were then scattered among many shugenja, none of whom knew where the other scrolls were hidden.

Fu Leng struggled to escape his confinement, but the Black Scrolls bound him in the Shadowlands. For centuries he waited for a chance to break free. A young Scorpion shugenja named Yogo Junzo gave him that chance.

THE CORRUPTION OF YOGO JUNZO

Fu Leng's greatest disciple was Junzo, a talented and respected shugenja of the Yogo family. For generations, his family had been entrusted with keeping the hidden Black Scrolls, though they did not know why.

When the Scorpion clan coup failed, the Crane took reprisals against Scorpion holdings. The clan's status was revoked and its members were driven underground. Junzo could not bear to see the family he loved suffer. He knew that the scroll his family kept held vast power, and he refused to sit by while their loyalty and perseverance in guarding the scroll was rewarded with wholesale slaughter. Betraying the thousand-year trust, Junzo opened the first Black Scroll, loosening the bonds that kept Fu Leng prisoner. This had two immediate effects: first, Junzo's body became corrupted, and worse, from that day forward, a terrible wasting disease stalked the land. Hundreds of thousands died, and the ensuing chaos made it easier for Junzo to raise vast armies of the undead. Acting on Fu Leng's orders, Junzo began to search for all the other Black Scrolls he could find.

After the seventh scroll was opened, Fu Leng's spirit was able to possess the body of a mortal. Of course, vain Fu Leng couldn't possess just anyone—he chose to possess the Emperor Hantei the 38th. This was his first mistake, for Bayushi Kachiko had been keeping the body alternately drugged and poisoned. Fu Leng could hardly compel his new body to stand, much less wield his extensive magical powers.



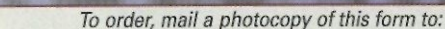


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Slowly, though, as the last few Black Scrolls were opened, Fu Leng made Hantei's crippled body conform to his will. The Emperor spoke, ordering what Fu Leng wished, seeking to find the descendant of Shinsei, the one man who could destroy him. That descendant eluded him until the Day of Thunder, when the Seven Thunders and the Great Clans joined forces against Fu Leng.

THE DEATH OF FU LENG

When the army of the Seven Thunders finally cornered Fu Leng at Otsan Uchi, the imperial capitol, the dark lord was on the run, but not beaten—he was effectively immortal. All but one of the Black Scrolls had been opened, giving him access to great power. The seven scrolls entrusted to the Scorpion had all been uncovered, and the remainder had been pried from their hiding places—all but one.

That twelfth scroll had never been found for a very simple reason: it was not a scroll at all. It was the beating heart of Togashi Yokuni, a man who was both a true dragon and the Dragon clan founder.

When Mirumoto Hitomi tore this scroll from Yokuni's chest and opened it, Fu Leng's power was made complete—but Fu Leng himself was also made mortal, because he had chosen to bind himself to a mortal host, the Emperor. Once the Thunders had made Fu Leng vulnerable, Doji Hoturi and Akodo Toturi struck him down, though not before Fu Leng landed some fatal blows of his own.

The Seven Thunders had lost Yokuni and Doji Hoturi, the Qamar had fallen and been replaced, and Isawa Tadaka later died of the wounds he sustained in battle. But the heroes' price brought an end to Fu Leng's mad reign. When it was all over, Akodo Toturi—the dishonored Lion samurai-turned-ronin-turned-general—founded a new dynasty.

IUCHIBAN

Fu Leng isn't the only bad guy in the ring, of course. The origins of the shugenja known as Iuchiban are lost, not to fading memory, but because an early Hantei emperor ordered all records of him destroyed. Iuchiban may have been a Uni-

corn shugenja who learned twisted foreign magics. He may have been a Phoenix who broke with his clan in search of darker knowledge. Some say he was Lord Moon, Fu Leng's father. Others say he was the rightful Hantei whose line was secretly destroyed and thus the last of the true Imperial line. Still others say he was a prophet, like Shinsei, whose message of peace has been drastically misunderstood. What is certain is that 700 years ago Iuchiban raised a cult called the Bloodspeakers who defied the divine order: they cast off the roles appointed them by heaven and lived as they wished, rather than according to the clans and roles they had been born to. In many ways, no greater foulness could be imagined.

Iuchiban appeared in a blinding fury of sorcery and power, seemingly out of nowhere. Because he burst on the scene with a deep knowledge of *maho*, the corrupted magic of the Shadowlands, he threw all opposition into disarray; no one knew how to respond to such foreign magic, tainted with the easy power of the Shadowlands. The forces of the Emerald Empire had to learn to counter his magic before they could defeat it.

As if his mastery of *maho* weren't enough, Iuchiban forged the bloodswords, also called the Iuchiban blades. These weapons, though powerful, inevitably brought tragedy to their owners, but they served the Bloodspeakers well enough.

Though the fight against Iuchiban lasted years, his cult was ultimately defeated. Knowing that his taint could spread even after death, the victors buried Iuchiban in a maze-like tomb, built by the Kaiu, trapped by the Scorpion, and warded by elemental masters. Somehow, the renegade shugenja broke free 200 years later, and the restored Bloodspeakers ravaged the land a second time. Though he was defeated at the Battle of the Sleeping River and returned to his tomb, his spirit remains restless in its grave. Iuchiban mastered the secret of returning to avenge his own death once; he may yet do it again. ♦

Wolfgang Baur has been variously described as a hermitic fanboy, a consummate professional, and an eccentric but punctual columnist. We call him "Maize."

The Festering Heart Deck

With the release of *Jade Edition*, the clan formerly known as

"Yogo Junzo's Army" has been renamed the Shadowlands Horde. While this army of darkness can never gain an honor victory, it can also never lose due to dishonor. Since the Shadowlands stronghold produces no gold, it has no easy way to bring personalities or holdings into play. The corrupt holdings, however, are the foundation of the Shadowlands gold production; the honor loss associated with these cards

is immaterial to a deck that can't lose honor. This deck's goal is simple: Destroy! Destroy! Destroy! Relentless attack and an understanding of how the favor will be used against you will pave the way to military triumph. Go forth and conquer.

—W.B.



STRONGHOLD

The Shadowlands Horde

FATE DECK

(34 cards)

- 1 Avoid Fate
- 3 Crushing Attack
- 3 Dark Lord's Favor
- 2 Defenders of the Realm
- 1 Evil Portents
- 3 Goblin Sneaks
- 1 Kolat Instigator
- 3 Plague Zombies
- 3 Rallying Cry
- 1 Ruby of Iuchiban
- 1 Skeletal Troops
- 3 Sneak Attack
- 3 Test of Courage
- 3 Traversable Terrain
- 3 Zombie Troops

DYNASTY DECK

(42 cards)

- 1 As the Shadow Falls
- 3 Black Market
- 3 Corrupt Geisha House
- 3 Corrupt Iron Mine
- 3 Corrupt Silver Mine
- 1 Duty to the Empire
- 1 Festering Pit of Fu Leng
- 1 Hidden Heart of Iuchiban
- 1 Imperial Funeral
- 1 Inheritance
- 2 Kyoso no Oni
- 3 Merchant Caravan
- 3 Moto Tsume
- 2 Ogre Bushi
- 3 Ogre Outlaw
- 1 Oni no Akuma
- 2 Oni no Shikibu
- 1 Oni no Tsuburu
- 3 Oni no Ugulu
- 2 Small Farm
- 1 There Is No Hope
- 1 Writings of Kuni Yori

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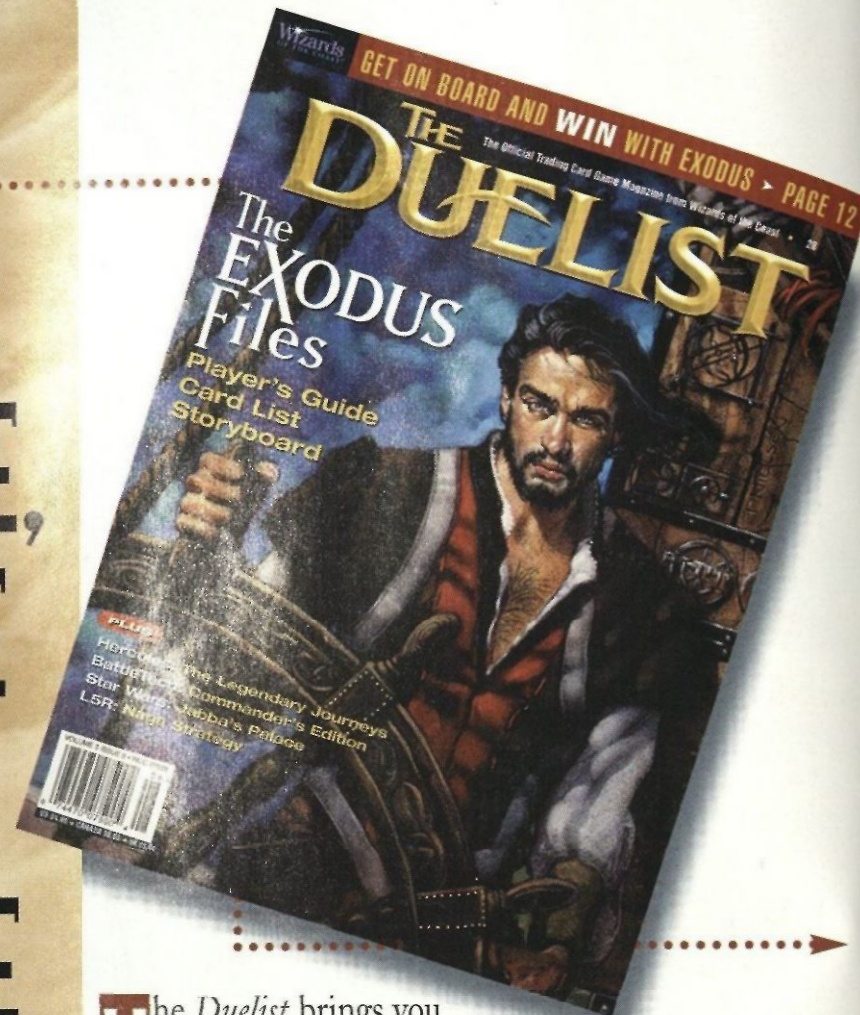
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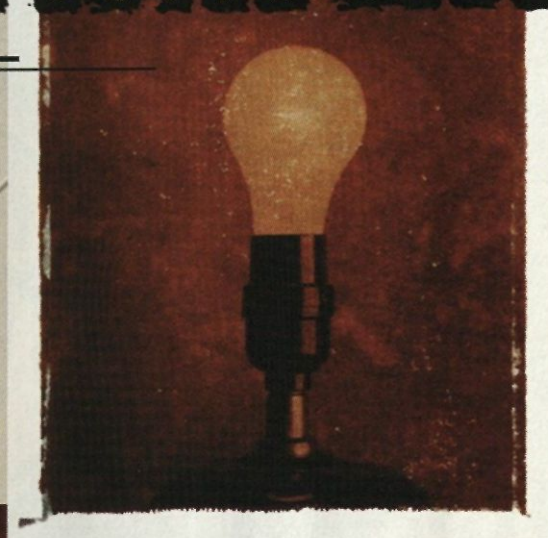
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Wadjet—Timbuk II, Inc.

Best Trading Card Game
Shadowrun Trading Card Game Limited Edition—FASA

Best Traditional Card Game
Give Me the Brain—Cheapass Games

Best Card Game Expansion or Supplement
Legend of the Five Rings: Time of the Void—Five Rings Publishing

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—Sir Henry Newbolt

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The West — Gets — Weirder

Strange New Poses Ride into the Deadlands

BY ERIC DEVLIN

The year is 1876. Thirteen years earlier, an Indian shaman seeking vengeance released the *manitous*, evil demons who have spread supernatural energy throughout the West. California no longer exists—but a devastating earthquake has left in its place the Great Maze, where small-time prospectors and big-time mining outfits alike seek ghost rock, a mysterious fuel more valuable than gold. A monstrous vein of ghost rock has been struck just outside of the Maze-side town called Gomorra, turning it into a boomtown overnight. But those who have walked its streets after dark prefer to call it **Doomtown**....

Five Rings Publishing's **Doomtown** trading card game is based on Pinnacle's bestselling **Deadlands** RPG. **Doomtown** players make use of a posse of innovative mechanics as their dudes engage in shootouts, stake claims, earn ghost rock, or pull jobs on the streets of Gomorra. Shootouts are decided by a friendly game of poker—although you ain't never played poker like they do 'round these parts. The decks are stacked and the dealer sure does seem awful pale. And who is that tall stranger in the corner with the glowin' red eyes? At times like this, all you can do is draw, and hope you packed your silver bullets.

Now, the first round of shootouts that rocked the TCG world is over. **Doomtown**'s original four Outfits—Law Dogs, Blackjacks, the Collegium, and the Sweetrock Mining Company—are finally settling into their surroundings. But just as the dust is about to clear, further purveyors of chaos are about to enter Gomorra. Two Outfits, the Whateley Family and the Sioux Union, will introduce two different angles on the magical arts to **Doomtown**. Another will make strike mining about the most dangerous occupation a feller can have—the Sweetrocks have long dominated this area, but with the arrival of the Maze Rats, no one knows who will end up controlling these vital locations. **Doomtown** has become a bigger, darker, more terrifying game than ever.

They're Creepy and They're Spooky

Episode four introduces the mysterious Whateley Family, a clan that would have done Charles Addams proud. Wilhelmina Whateley shepherds her flock of *hucksters* into town, joining the "teaser" Whateley characters Silas Peacock and Tom O'Reilly. These hucksters use a new card type—the *spell*—and their specific type of spell is called a *hex*.

Hucksters cast their hexes using the same game mechanic the mad scientists of the Collegium use to create their gadgets—the *pull*—which is then compared to their huckster number (analogous to the Collegium's mad-scientist number) to determine whether the hex was successful. To aid in their spell-casting, the Whateley Family Estate allows this outfit to increase their huckster ability for aching dudes. With hexes such as the subtle Hunch (which allows you to place an opponent's card out of reach, albeit temporarily) or the powerful Soul Blast (which can either boot or ace any dude in a shootout, depending on the pull), these hucksters will show you that many things are far more deadly than guns in Gomorra.



The hex cards themselves have anywhere from one to three effects. For example, **Shadow Man** is a noon hex that allows the huckster casting it to avoid being targeted by an opponent's action until after nightfall—period. On the other hand, **Corporeal Twist**, a shootout hex, has three different resolutions (reduce an opponent's bullet rating by one, by three, or simply reduce it to zero) that depend on the result of the pull. With this type of flexibility, the



Wateleys will be more than able to hold their own in **Doomtown**.

Hexes aren't the only means of destruction available to the Wateleys. Pembroke's Analysis of Hoyle will have cheatin' opponents thinking twice before entering a shootout against a dude who's packing this little tome (which may only be carried by hucksters). This card has the ability to ace a dude in the opposing posse before the results are determined and will be a must-have for all Wateley players.

Another card that goes well with Wateley decks is the event Missing Children. This card grants a +1 bonus to the skill level of all Wateley hucksters in play—just don't let those li'l lost tikes trouble your conscience. The Wateleys also gain the most from a specialized episode six deed known simply as the

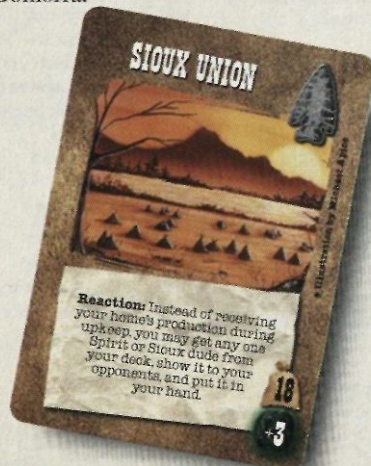
Library. All hucksters get +1 bullet and +1 influence if they control it.

So Sioux Me

Episode five opens as Joseph Eyes-Like-Rain leads the Sioux Union into **Doomtown**. The Sioux Union use their shamans (combined with a pull) to access the power of the ancient *spirits*, which manifest in the game as spell cards similar to the Wateley's hexes. The Sioux ride in fast and hard thanks to their home's special ability—instead of taking the upkeep money from that home, the Sioux player may instead pull any spirit or Sioux dude directly into his or her hand.

Although many of the Union's special skills skew toward ridding Gomorra of terrors and abominations, many Sioux dudes are more than familiar with the

fine art of the shootout. Joseph's son, John Bloody Knife (4 stud), his co-tail-kicker Eagle Rock (3 stud), or even the passively resistant shaman Little Mountain (2 stud) are certainly not afraid to mix it up with any of the gunslingers in Gomorra.



Little Mountain (or any other shaman) can use the action card Tattoo to take a permanent -1 combat penalty and increase his shaman skill +1 in order to better take advantage of spirits. Just as the Whateleys have an assortment of hex choices, so does the Sioux Union have a wide variety of spirits to throw at unsuspecting opponents. These range from shootout spells—such as the lifesaving Strength of the Bear—to the extremely practical Rain Dance, which increases the Union's ghost rock production.

The Sioux also have access to two powerful weapons, both of which only they can wield. The first, Bow and Arrow, cuts to the chase by acing an opposing dude during a shootout (with a successful pull). The second is the mystical Sacred Tomahawk. Besides giving a +1 bonus to the dude's bullet rating, this

card may be aced during a shootout to ace an opposing harrowed dude.

Spells, combined with natural fighting ability and effective weapons, make the dudes of the Sioux Union noble and worthy adversaries.

Our People Call Them Maze Rats

In episode six the pirates and thugs of Captain Sim Yut-San sail into the remnants of California—the Maze—to wreak havoc on unsuspecting prospectors. This group of buccaneers will do whatever they feel necessary to wrest control of strikes from anyone who gets in their way. Their home is a superb means to that end: not only may all Maze Rats consider all strikes adjacent

to that home, they also can use a built-in Claim Jumper ability.

Look for the Rats to swarm strikes with unlimited Wall Crawlers (a 1 stud Abomination that costs 1 ghost rock and only 1 upkeep), while patrolling their territory with the Maze Dragon (a 4-stud Abomination sea monster with two influence). Dudes will have to think



Devlin's Top Ten

THE BEST OF EPISODES 4-6



Luck of the Draw

Anything that allows you to manipulate your draw hand is always good—and this card lets you raise or decrease your hand rank by one.



Forgery

Deed destruction and claim jumping, all in one.

It's Just Coal

This card is great for many many deck types, although it fits best with ghost rock denial.



Reserves

A must for every deck. One ghost rock at a crucial point (like when you need to pay upkeep for, say, Black Jack) should not be underestimated.

Rumors

A powerful card capable of giving you an early victory and protecting your deeds from interlopers.

Smith & Robards Delivery

Now any outfit can play with the Collegium's toys.

Maze Dragon

With this 4-stud sea beastie roaming about, strikes might be the most dangerous place to find yourself.



Joseph Eyes-Like-Rain

Powerful deck manipulation—how many times have you wished you could pull a card from your draw hand instead of discarding it?



Unknown Hooded Figure

A 3-stud that doesn't like to die the first time he's killed, so he automatically comes back Harrowed with a permanent +1 bullet bonus.

Wall Crawler

There is no limit to the number of these Abominations that each player may have on the table. That will allow for many out-of-town "swarm" decks.

—E.D.



twice before wandering out into the water. In fact, the Rats will want to play so many Abominations that the Circus Side Show event (which lowers the cost of an Abomination by three) warrants inclusion as well.

The pirates clamp down further on strikes with the action card Chinese Day Laborers, which reduces the cost of a strike by two, as well as cards like Reserves and Double Time. The Pacific Maze Railstation and its two control points will be found in most Maze Rat decks. Since many of these decks will choose to play with a "swarm" style, and this strike's production is based on the number of Maze Rats in play, the Railstation can generate vast amounts of ghost rock. Couple this with a horde of Wall Crawlers that have been Deputized and you have a key card for the highwaymen of the seas.

Strange winds are blowing in from the Maze through the streets of Gomorra, and the future holds even more terror and tequila. Will the Texas Rangers be able to clean up the town, or will the mysterious Agency subvert the populace? And what is it about that Flock that's attracting so many devout followers? Watch the front page of the *Gomorra Dispatch* for all these answers and more in the Weird West of Doomtown.

The New Originals

Not to be left out of the mystical mayhem, Doomtown's previous four Outfits all receive cards that offer new strategies and dynamics.

Blackjacks. Sam Horowitz brings his pyrotechnic talents to the outlaw gang. Since he can attach Dynamite and Bombs for free, he's certain to step up the wanton recklessness of ghost rock denial decks. It's Just Coal also helps this strategy by forcing an opponent to lose two ghost rock—boom. Meanwhile, the Barkham & Barkham Attorneys will help get wanted dudes off on technicalities.

Collegium. The Collegium will welcome the addition of Pierre Fontaine (and his mad scientist rating of two) into the fold. He can also move from strike to strike without booting! The mads also receive another control point-producing gadget—the Air Gun—that proves sometimes brains are more important than brawn. But what if you just can't seem to get that gadget into your play hand? It's now a whole lot easier thanks to New Science Magazine. This event allows you to go through your deck and pull out the gadget of your choice.

Law Dogs. Holding up the law will get a little easier with the assistance of Xiong "Wendy" Cheng. Wendy brings her 2 stud rating to an Outfit that already has a stable of silver bullets—along with a built-in Pistol Whip ability that sends home one opposing dude *during* a shootout! Chances are good that you'll also be seeing the Long Arm of the Law event in many Law Dog decks. This event boots all wanted dudes, making them easy pickings for the Sheriff and his posse.

Sweetrock. For Sweetrock players looking to hold their own in shootouts, Byron St. James and his 3 stud rating will be greeted with open arms. They'll also be pleased with the addition of Reserves and Double Time, two actions that will allow them to produce ghost rock even more quickly than before. The Smiling Lizard Lode will find its way into many Sweetrock decks with two control points and ghost rock production of five. Finally, Sweetrock tycoon Howard Findley (with his vast influence and deep pockets) will no doubt be running for the office of Mayor with the Election Day event.

Eric Devlin would like to salute his pardner Serge Pierro for his assistance in the writing of this here article. SAAAAAAA-LUTE!



Doomtown FAQ

How does movement work?

All movement requires your dude to boot, except for the following situations:

- When you move a dude from your home to Town Square.
- When you move a dude to the deeds that are to the immediate left or right of your home.
- When you move a dude from Town Square to an in-town deed.

Can you play cheatin' cards on an opponent's lowball hand?

Yes. As a matter of fact, some of them (such as Get a Rope) work even better if used against a lowball hand.

What is the difference between a public and private deed?

At a public deed, anyone can form a posse and start a shootout with no side effects—there are plenty of witnesses that will back up your claim of self defense. However, should you put together a posse at an opponent's private deed and then proceed to ace one of his or her dudes, all of your posse members become wanted for this cold-blooded act.

What is the difference between owning a deed and controlling it?

You own a deed if you were the player who put it into play. However, there are cards that allow for the transfer of ownership (e.g., Claim Jumper).

To control a deed, you need to have more influence at the location than your opponent. If there's a tie, the original owner still controls it.

Do I have to boot my dude to call someone out?

No, but he must be unbooted.

If one of my dudes is called out, and he accepts, how do I form a posse for the shootout?

The dude who called the other dude out and the dude who accepted can have any of the following dudes join their posse:

- Any dude who is at the target location
- Any dude who is adjacent to the target location
- Any dude who is at the location of the dude who initialized the challenge
- Any dude who is adjacent to the location of the dude who initialized the challenge

However, any dude who is at an adjacent location must boot to join the posse.

Who reveals their lead shooter first?

The person who initiated the challenge—The Dealer.

If I lose a round of a shootout, who decides which dudes are aced?

Unless a card says otherwise, it is always the decision of the loser.

Am I allowed to look at the cards in either player's discard pile?

No.

Where does A Coach Comes to Town take place?

Posses would be formed in Town Square.

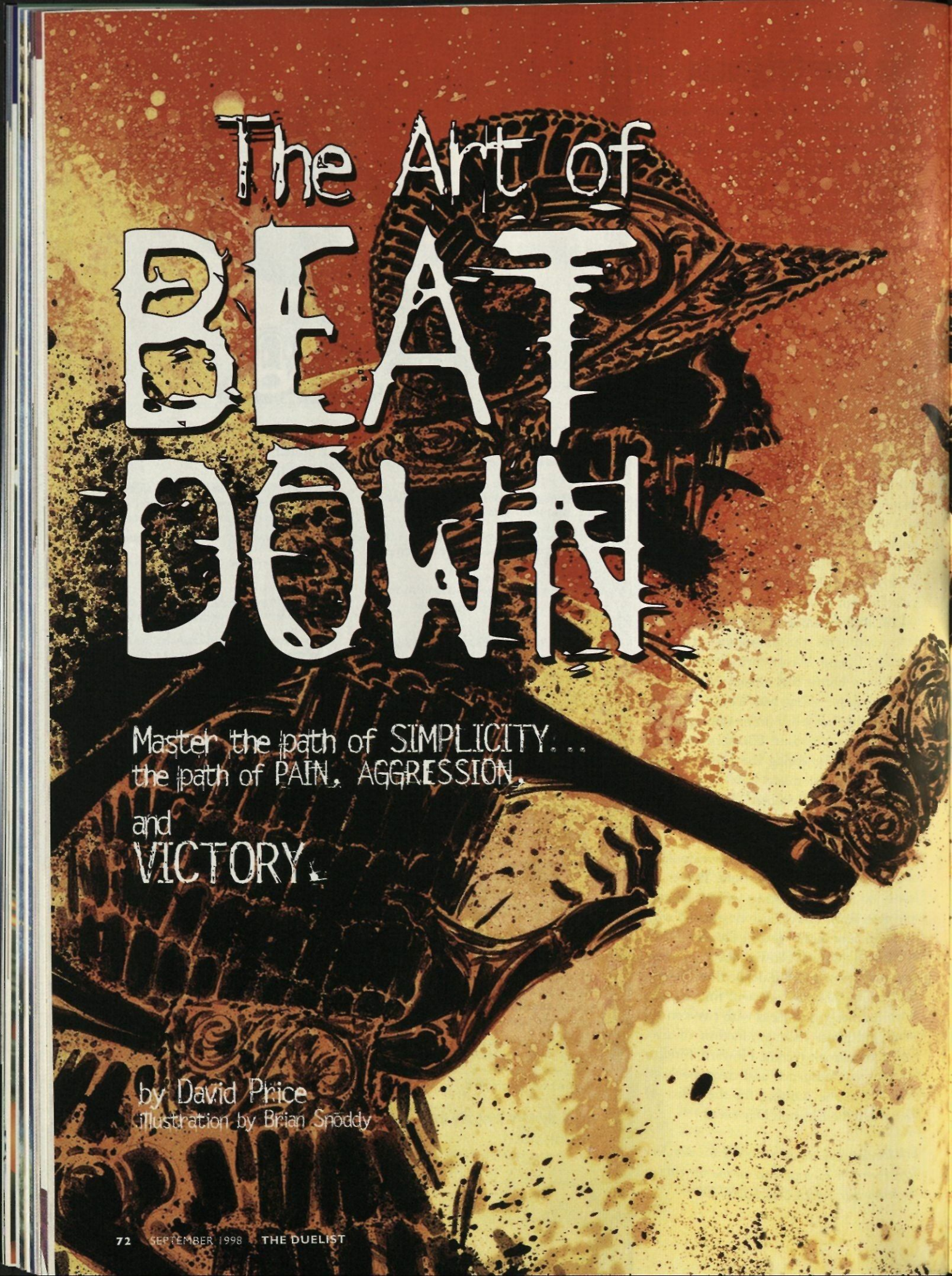
Is it true that you can't Out of Ammo someone packing a Pearl Handled Revolver?

True. Weapons are chosen after shootout actions take place.

Can I trade goods anywhere I like?

No. You must trade them at either your home or a deed you control. —E.D.





The Art of BEAT DOWN

Master the path of SIMPLICITY...
the path of PAIN, AGGRESSION,
and
VICTORY.

by David Price
Illustration by Brian Snoddy

Over the past year aggressive decks have begun to dominate the tournament scene. At the last Constructed Pro Tour event in Los Angeles, six of the Top 8 Tempest Constructed decks were extremely aggressive: four were red beatdown decks, one was a mono-black speed deck, and one was a white-weenie deck. Similarly, in the United States Regionals, aggressive decks were a significant force. The three decks that were most highly represented in the Top 8 of U.S. Regionals were mono-red, Suicide Black, and white weenie, in that order. Together, they won roughly half of the qualifying spots for U.S. Nationals.

Deck Construction

There is one word that best describes the main principle of aggressive deck construction: simplicity. Aggressive decks are extremely focused. Their goal is to kill opponents as quickly as possible, usually by summoning fast, efficient creatures early in the game and overwhelming all opposition. Focus on this one goal when building an aggressive deck.

First, build for speed. The focus on killing an opponent means that the first three or four turns are the most important. Therefore, it's extremely important that the opening draw be as consistent as possible. You can maximize offensive consistency by including as many of the most efficient creatures and spells as possible. That way you'll have a good idea of what to expect when you see your first nine or ten cards. In addition, you want to keep the deck mono-colored if at all possible. While rainbow lands like City of Brass, Gemstone Mine, and Undiscovered Paradise can give you access to a wide array of options, they generally slow down the deck. Either you draw an off-color spell without drawing a rainbow land, or you draw too many rainbow lands and their drawbacks begin to hurt your mana development. Special lands also make you vulnerable to Wasteland, thereby giving other aggressive decks a clear advantage. For these reasons, if your primary color offers cheap, efficient creatures and decent creature removal, keep the deck mono-colored. If staying mono-colored isn't possible—for example, if you want to build a white-weenie deck, since white has little efficient creature removal—then splash another color, keeping to spells that require only one off-colored mana. In other words, splashing red for Fireball is okay, but not for Rolling Thunder.

Second, build for damage. Focus on killing

your opponent when selecting creatures. Creature selection for an aggressive deck is probably the most important element of deck construction. In general, you want to have enough low-casting-cost creatures that you're playing one or more threats on each of your first three or four turns. Include a good number of one-casting-cost creatures in the deck, usually between eight and twelve. Fill the rest of the deck with two-casting-cost creatures and possibly a few more expensive creatures for later in the game.

It's not always easy to decide which creatures are right for a deck. You want to find creatures with the most power for their casting costs, as well as creatures that can be used to remove blockers, such as Mogg Fanatic or Fireslinger. You should also include a decent number of creatures with shadow or flying if the color you're using gives you the option.

The best way to illustrate these principles is to look at versions of the two most successful aggressive decks: Deadguy Red and Suicide Black.

Deadguy Red

RED

- 4 Ball Lightning
- 4 Fireblast
- 4 Fireslinger
- 4 Incinerate
- 4 Ironclaw Orcs
- 4 Jackal Pup
- 3 Mogg Conscripts
- 4 Mogg Fanatic
- 4 Shock

ARTIFACTS

- 4 Cursed Scroll

LAND

- 17 Mountain
- 4 Wasteland

While many different versions of mono-red can be successful, I made this deck for an environment in which I expect to see a num-

Why are aggressive decks so successful?

What makes them work?

There are three important and distinct aspects to consider when you are planning to take an aggressive deck to a tournament: deck construction, sideboarding, and play style.

ber of other aggressive decks. As you can see, I decided to include 11 one-casting-cost creatures. With four Jackal Pups, four Mogg Fanatics, and three Mogg Conscripts, there's a good chance I'll have a creature to cast on the first turn. The Jackal Pups and Mogg Conscripts were selected for their high power-to-casting-cost ratio. The Mogg Fanatics are also excellent one-casting-cost creatures, being 1/1 for one red mana, with the ability to remove blockers or do an extra point of damage.

I also included eight two-casting-cost creatures in the deck. Generally, I'll be able to play a two-casting-cost creature on the second turn, or perhaps one or more one-casting-cost creatures. Although Mogg Flunkies appears at first glance to be an efficient creature at 3/3 for 1 $\text{\textcircled{2}}$, I've chosen not to use it because it's rarely effective against other red decks. Instead, there are four Ironclaw Orcs, which have a fair power-to-casting-cost ratio, and four Fireslingers, which are extremely good creatures for removing annoying blockers and doing damage later in the game if a creature stalemate develops. Finally, there are four three-casting-cost creatures: all Ball Lightnings—6/1 tramlers for 3 $\text{\textcircled{2}\textcircled{2}}$, these creatures can do a lot of damage. All these creatures are supplemented by Shock and Incinerate, two of red's most efficient removal spells. I also included Fireblast for a finishing blow, and Cursed Scroll to help out in the late game (if it gets that far).

Suicide Black

BLACK

- 4 Black Knight
- 4 Carnophage
- 4 Dark Ritual
- 4 Dauthi Horror
- 4 Dauthi Slayer
- 4 Erg Raiders
- 4 Paralyze
- 4 Sarcomancy
- 4 Unholy Strength

ARTIFACTS

- 4 Cursed Scroll

LAND

- 16 Swamp
- 4 Wasteland

I included only eight one-casting-cost creatures in this Suicide Black deck because Dark Ritual allows me to cast

more expensive creatures on the first turn. Both Sarcomancy and Carnophage have a high power-to-casting-cost ratio, being 2/2 creatures for 2 $\text{\textcircled{2}}$. While they both have significant drawbacks, Carnophage reduces Sarcomancy's drawback because it's also a zombie. In addition to eight one-casting-cost creatures, there are 16 two-casting-cost creatures, all of which are two-power creatures for two mana (which is reasonably efficient). The Dauthi Slayer and Dauthi Horror have shadow, which allows them to cruise through blockers, while Black Knight and Erg Raider are top-of-the-line creatures that have appeared in aggressive black decks for ages.

In addition to creatures, there is Paralyze for quick removal of blockers, Unholy Strength to increase the speed of the deck, and Cursed Scroll for the late game (again, if it gets that far). I decided not to use Bad Moon in this deck because I expect to face a good number of other aggressive black decks. If I play without Bad Moon while my opponent plays with it, I gain an advantage in the first game because my adversary has three or four wasted cards in his or her deck.

Sideboarding

Sideboarding is one of the most difficult aspects of Magic. To construct a good sideboard, you have to have a good idea of what to expect from your local tournament environment. In order to sideboard well, you also need to know the strengths and weaknesses of your own deck and your opponent's deck.

Sideboarding for aggressive decks is tricky. One common mistake is to sideboard too much. I often see players with aggressive decks bring in so many cards from the sideboard that the aggressive nature of the deck is diluted. They bring in too many cards that are not efficient removal spells, or cards that don't damage or threaten opponents. It's very important to make sure that your deck maintains its aggressiveness after sideboarding. As a general rule, if I'm uncertain about whether a sideboard card would be good against a particular opponent or not, I don't bring it in. One of the advantages of playing an aggressive deck is that sometimes it just wins; if your opponents

get a slightly bad draw or you get an amazing draw, you can win before they have a chance to set up. When sideboarding, make sure you don't lose this advantage.

To help illustrate these ideas, I developed sample sideboards for the mono-red and mono-black beatdown decks listed above.

Sideboard for Deadguy Red

RED

- 2 Dwarven Miner
 - 1 Dwarven Thaumaturgist
 - 1 Orgg
 - 4 Pyroblast
- ### ARTIFACTS
- 4 Ankh of Mishra
 - 2 Phyrexian Furnace
 - 1 Torture Chamber

This sideboard is geared towards beating blue/green Tradewind decks and Cadaverous Bloom decks, with a few cards to deal with Living Death (Phyrexian Furnace) and Five-Color Blue (Ankh of Mishra and Dwarven Miner). As I mentioned before, the main deck is geared toward beating other aggressive decks, so little of the sideboard is devoted to dealing with them. Against other red decks, there is a single Orgg to bring in, and against white-weenie decks with their pro-red creatures, there is one Torture Chamber. For the most part, each card in the sideboard is either an efficient removal spell against the right deck (e.g., Pyroblast against Tradewind decks) or a card that deals damage. The only exception to this is the Phyrexian Furnace; while it's neither creature elimination nor a direct threat, it can make the main strategy of Living Death decks useless. In addition, it's a cantrip, so if I draw it when it isn't useful, I can sacrifice it to draw something better.

Let's assume you're playing Deadguy Red against an almost creatureless base-blue control deck like Donais Five-Color Blue. That deck uses Gaea's Blessing to recurse cards like Wrath of God and Gerrard's Wisdom early in the game, and to recurse its kill card—Fireball—late in the game. Aside from these cards, it has some enchantment and artifact removal, lots of card drawing, and tons of counter-spells. What do

you sideboard in? At first glance, you might be tempted to sideboard in four Pyroblasts, four Ankh of Mishras, two Phyrexian Furnaces, and two Dwarven Miners. But notice that you would be bringing in six cards—four Pyroblasts and two Phyrexian Furnaces—that can't stop the major problems (Gerrard's Wisdom and Wrath of God), and are not directly threatening to the opponent. You would be replacing six cards from the main deck that deal damage and apply pressure with six that don't. It's preferable simply to bring in four Ankhs and two Dwarven Miners—effective threats against Five-Color Blue, which uses a large number of special lands—and take out four Shocks and two Fireslingers.

Sideboard for Suicide Black

BLACK

1 Bottomless Pit

4 Dread of Night

2 Forsaken Wastes

2 Perish

2 Spinning Darkness

1 Terror

ARTIFACTS

2 Bottle Gnomes

1 Nevinyrral's Disk

The sideboard for the mono-black speed deck is primarily used against white-weenie decks, mono-red decks, and blue/green Tradewind decks. Since the main deck is tuned to beat other aggressive black decks, I have nothing more in the sideboard to use against them. Much like the mono-red sideboard, most of the cards are either efficient removal (Dread of Night versus white weenie, Spinning Darkness versus mono-red, and Perish and Terror versus blue/green Tradewind), or cards that cause problems (Bottle Gnomes versus red, and Forsaken Wastes versus Necro

decks and Five-Color Blue). The only exceptions are one Bottomless Pit and one Nevinyrral's Disk. When sideboarding this deck, you'll only be bringing in, at most, one card that isn't efficient creature removal and doesn't directly threaten your opponent. Aggressive sideboarding leaves your deck and its strategy as aggressive as before.

Playing

Okay, so now you know how to build aggressive decks and how to sideboard them. It's time to play. When you're playing an aggressive deck, you need to keep in mind the deck's primary goal: killing your opponent as quickly as possible. In other words, you want to maximize the amount of damage you're doing to your opponent as you make play decisions.

One of the most frequent mistakes I see players make, especially when playing mono-red decks, is that they misuse their removal and direct-damage spells. It's tempting to go to extremes with removal spells, either to use all of the direct damage on the opponent or to kill every creature that hits the board. As it turns out, neither option is the best. While there are no hard and fast rules on when to kill a creature and when to damage an opponent, it's generally a good idea in the early game to use removal on creatures that will either prevent your creatures from getting through, or that will speed up your opponent's development (like a first-turn Birds of Paradise). However, you should always keep your opponent's life total in mind so you know how close you can come to ending the game with direct damage.

Here's an example: I'm playing a red deck and my opponent is playing a black deck. She goes first and plays a swamp. On my first turn, I play a Jackal Pup. On her next turn, she plays a Dauthi Slayer. After I play my second mountain, do I play an Ironclaw Orc or Incinerate the Dauthi Slayer? While it's tempting to kill the Dauthi Slayer, I've

already got the advantage—I'm two points ahead in the race to kill, and her Dauthi Slayer won't be able to block any of my creatures. The best play would be to cast Ironclaw Orc and save the Incinerate to kill a blocker, such as a Black Knight.

Another important decision you must make is when to cast which creatures. What is the best creature to play first? It's a good idea to run through the various scenarios in your head when deciding which creature to cast. For instance, I'm playing a red deck and my opponent is playing a mono-blue deck. We have both sideboarded already. He goes first and plays an island. Do I start off by playing a Jackal Pup or a Mogg Conscript? It might be hard to tell which is the better creature to play, but if you think ahead to the next turn, it should be clear. If my opponent plays a Chill on his next turn, then the Mogg Conscript will do nothing for a turn, whereas the Jackal Pup will still deal two damage. Similarly, if my opponent has a counterspell for my next creature, it will prevent the Mogg Conscript from attacking, but not the Jackal Pup. As it turns out, the best creature to play is the Jackal Pup.

Now imagine I'm playing a game with a white-weenie deck, and I don't know what my opponent is playing yet. I go first and play a plains. She plays a forest. Next turn, after I play a second plains, do I play a White Knight or Soltari Priest? Both creatures do the same amount of damage, but I know my opponent is playing green. She may play another land and cast either Wall of Blossoms or Wall of Roots during her next turn. It seems best to play the Soltari Priest first, so that it can still come through for damage in the event that she plays a blocker.

Your decisions won't always be as clear as these three examples. However, if you keep the primary goal of an aggressive deck in mind—killing the opponent as quickly as possible—it can help guide your deckbuilding, sideboarding, and playing. 2

David Price, the former King of the Qualifiers, is now known as the King of Beat-down for his dominating performance at the 1997 Pro Tour—Los Angeles and for his signature deck, Deadguy Red, which is a study in aggression.

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WHAT DO YOU MEAN, NO MONKEYS!?!?

Monkeys are funny, right?

So why is Magic's first parody supplement, *Magic: The Gathering—Unglued*, completely monkey-free? And why has its slogan been changed to "All you need is a brain, a deck, a friend, dancin' feet, some dice, and a truckload of hand-eye coordination"? For answers to these questions, I requested an audience with the being known as Gleemax, Wizards of the Coast's most reclusive game designer.

[AUTHOR'S NOTE: It's commonly thought that Mark Rosewater is a human Wizards of the Coast employee. In fact, he's a reluctant agent of Gleemax, constructed entirely of old pizza crusts. Gleemax is actually a brain in a jar, so he built Rosewater to serve as his mouth. Mark occasionally wrests control of his own consciousness from the pulsating brain, but I've been assured that all responses to my questions will come straight from Gleemax himself.]

Brady Dommermuth (☹): Greetings, honorable Gleemax. I understand you would like to tell the world about—

Mark Rosewater, channeling Gleemax: —DO NOT APPROACH THE JAR, PEON. I will address you through this, my underling.

☹: Uh, okay. Hi, Mark. Gleemax, would you tell us about your latest creation, *Unglued*?

G: My minions, known to you as "R&D," grew tired of losing Magic duels to me. In my infinite mercy, I decided to design for them an expansion that would enable them to best me. How could lowly mortals beat Gleemax, you ask? I am not burdened with arms or legs, so I devised cards that enable my opponents to use their pitiful fleshy appendages to achieve victory.

Take Clay Pigeon, for example. It is a simple 1/1 artifact creature for 3, but for the cost of launching the card in the air and catching it with one hand, you can prevent all damage from one source. I do not have arms with which to hurl a card above my "head," so the card is less powerful for me than for my underlings.

☹: I see.

G: You do *not* see, pathetic skin creature. I shall explain further. For years, I forbade the use of dice in Magic, because such devices insult those of us who have no means of rolling them. But I grew bored of winning, so I graciously introduced cards that employ those infernal cubes. Why? For the amusement of my serfs. Let no human say that Gleemax is not kind.

☹: I thought dice weren't used because they upset game balance by introducing too much randomness.

G: (jar shakes) Why must I tolerate such idiocy? That is the point—without such random elements, Magic would cease to be challenging, because no one could defeat me! I must give the stinking masses cards like Elvish Impersonators so they continue to believe they have a chance of winning. Two dice are rolled when they're played, one for power and one for toughness.

Even with these unpredictable cards, however, I will still beat my opponents into submission again and again. For this reason, I've added "double" cards—cards that have an effect during one duel and then again at the beginning of the next duel with the same opponent.

☹: Can you tell us more about one of these?

G: No. Next question, oaf.

☹: How do the cards in the *Unglued* set fit into Magic's storyline, mighty Gleemax? Will we find out what happens to the *Weatherlight* after it escapes Rath?

G: I have improved the plot and setting tenfold. A small sample of my creative genius: Volrath catches Greven eating his roast baby



slivers. The great planeswalker Urza cooks a mighty breakfast. And Ashnod, Mishra's sinister lieutenant, offers a great deal on beverages, but only for a limited time.

The *Unglued* set also introduces three powerful new races. I have already revealed one of them: the enigmatic Chicken.

◉: Fascinating. Can you tell us, Spongy One, when *Unglued* will hit the shelves?

G: It is not for sale.

◉: But...I was told that it would be unveiled at GEN CON this summer.

G: WHAT? Who has told you this? I, Gleemax, have not authorized these cards to leave my domain. They are meant only to appease my servants! I will dispense swift justice to those who have subverted me. The Rosewater will fetch my cattle prod. (Mark seems to shudder for a moment, then his expression changes.) *Brady, get the iron cone! Put it over the jar.* *Hurry! Can't...fight him...much longer....*

I grab the cast-iron cone from Mark's desk and slam it over Gleemax's jar. Mark breathes a sigh of relief.

MR: That was close. I should've warned you: we haven't told Gleemax that *Unglued* is going retail. If he knew, heads would roll. Literally.

◉: Well then, I'm glad I was there with the cone at the right moment. I wish I could've gotten some more details from Gleemax, though.

MR: Well, you were right. We will preview *Unglued* at GEN CON. In fact, I'll be running a special *Unglued* tournament. The set will then be released to the public. What else do you want to know? He tells me everything.

◉: I've heard the set includes very different versions of the basic lands, as well as some cards to represent the most popular token creatures. But from the spells and creatures Gleemax was describing, it sounds like it's really going to shake up the tournament environment.

MR: (laughs) Do you think we'd make a set designed by Gleemax tournament-legal? No no, the *Unglued* set is made for casual players, despite what ol' brainy thinks. In fact, we've built in lots of innovations to make it unmistakably different from other expansions.

◉: Like what?

MR: First, there are the card powers. We put lots of stuff in *Unglued* that we could never get away with in regular *Magic* releases—colossal global effects, cards that require you to move around and act like a crazy person.... There's even a creature card that gives you a very good reason to be nice to your opponent. The type of stuff that Gleemax has been commanding us to do for years anyway.

A few cards are just flat-out *bab-roken*, but we're not worried. Players who are concerned about the cards' effect on *Magic* strategy are missing the point: the *Unglued* set isn't for tourney players (unless they want to loosen up a bit and practice balancing cards on their heads).

We've also put a strong emphasis on multiplayer dynamics and social play. We know how many *Magic* players enjoy four-, five-, and six-player games, so we designed cards to spice them up. Checks and Balances, for example, is a blue enchantment enabling players to team up to counter a spell—provided each one discards a card (this one can be played *only* in multiplayer games). Those Emperor games and free-for-alls will get much more interesting.

◉: What about the art? I'm having trouble imagining menacing, steely-eyed Kev Walker creations in this set.

MR: I think the card art shows that our artists had a lot of fun getting a bit goofy. Players can look forward to seeing Ron Spencer's gentle side, and Christopher Rush and Dan Frazier both get to slaughter some sacred cows. Thankfully, Gleemax doesn't have eyes—he would've never approved such "frivolous" art. We didn't leave anything alone in *Unglued*; even the card face looks different. I don't want to give too much away, so let's just say that the traditional *Magic* border and text box get mangled in every way we could think of.

Daniel Gelon, the layout artist for the set, did a really great job. I hope they let him out of that straitjacket soon.

◉: Sounds cool. I bet Phil Foglio did some great stuff for this one.

MR: Hmm...nope. He's not credited in a single illustration. That's too bad. I wonder how he got overlooked. Anyway, I've got to attend to Gleemax. He's scared of the dark.

Mark lifts the cone from Gleemax's jar. Instantly, his demeanor changes.

MR, channeling Gleemax: Mommy? Mommy? Buh...uh...AH! SO, THE ROSEWATER HAS BETRAYED ME! Your insolence will not go unpunished, drone. See how your puny limbs rebel against you!

Mark struggles with his own arm, then slaps himself in the head. I try to say my goodbyes, but he's preoccupied.

G: Do you enjoy this game? No? Let's try a *new Magic* variant, shall we?

As I left, Mark was feverishly devouring every card in sight. Well, I guess there's got to be some downside to working in *Magic* R&D....



FETCH
MY
CATTLE
PROD!

Brady Dommermuth is a Wizards of the Coast editor, a member of the *Magic* Flavor Text team, and he recently became a loyal subject of the almighty Gleemax. He likes to drink salsa.

Born to Greatness

SHORT STORY by J. ROBERT KING

ILLUSTRATION by REBECCA QUAY



Long before he traveled to Rath aboard the *Weatherlight*,
long before his fateful, final encounter with Selenia,
Crovox met and fell in love with an angel.
This is a story of Crovox in his youth—a boy who believes he
is born to greatness—and his date with destiny.

PART ONE

THE HOT AIR OF THE BEDROOM swam with visions of liches and fireballs, panther warriors and volcanoes. Sultry winds turned curtains into columns of billowing smoke. Piles of windup soldiers became armies of undead. The very bed knobs were the jutting feet of a ruined lava giant, and young Crovox lay on the giant's belly.

He sighed in bliss and drew the summer heat into him. Ah, to be Lord Windgrace. Ah, to be destined for greatness....

Crovox clutched to his chest a book of stories, as other boys might hold a puppy or a favorite stone sling. But this was no mere plaything. This book was history and adventure and...destiny. Of all the books in Father's library, this was Crovox's favorite. He'd read Lord Windgrace's exploits five times already and had been forbidden to read them again until his tutors reported improvements in his sums and geometries.

"Father doesn't understand me," Crovox told himself, in the way of all twelve-year-old boys. "He doesn't understand that I will be like Lord Windgrace—powerful!" It had been an easy enough thing to nip the book from Father's study. It would be easy enough to return it in the wee hours tonight, before the Old Bear awoke. "Father doesn't understand I am grown up. He treats me like Jolav and the girls—children!" After all, Lord Windgrace had been no older than twelve when he began his training, when he began his destiny!

A thrill ran through Crovox as he wondered about his destiny, beyond the all-too-orderly walls of Father's noble estate. He read on:

Only a creature born to greatness could rise as Windgrace rose, virtue surrounded by vice, life surrounded by undeath. But he did rise, greatest hero of Urborg, beset on all sides by the monstrous minions of—

—and the lamp wick burned out. Crovox startled as the cream-colored pages went black beneath his fingertips. Blinking, he stared in dismay at the oil lamp on his bed stand, its once-bright fire now reduced to a tiny, red-glowing spark. Next moment, even that ember winked into darkness.

That's when the song began. It started low, like a mere trick of the wind and the dark and the rioting phantasms of a boy's imagination. Crovox stopped breathing and listened.

The sound was like cool water over smooth stones, or like reed pipes played by a wild breeze—high and sweet and rich, unutterably sad. It spoke to him on the hot winds of summer, drawing him up from his pallet.

He was standing. It was as sudden as that. He had not even realized he intended to rise until the cool touch of tile spread across his feet. An intimate breeze brushed past him, drawing his white nightshirt out in a ghost curtsy, before it continued on to the door of his room and out into the hall. It beckoned him to follow.

Crovox swallowed. It could be a ghost. Noble estates were always haunted. Father often spoke of a ghost in the high parlor—an old hag who stalked the place at night and ate boys naughty enough to venture from their rooms. It could be the ghost of the hag.

But what hag could sing as sweetly as this?

Taking up the book as if a shield, Crovox tiptoed away from his bed. He reached the marble door frame and peered into the hall. It was as black as a dragon's throat, and twice as long. Doorways stood open on either side of the hall, beyond which lurked who knew what.

Perhaps he could wait until tomorrow to investigate.

The song, lagging for a moment, returned to him again. As sleek and swift as a panther warrior, Crovox stepped into the hall. The melody drew him forward, singing of grand futures, battles and betrayals, and glorious power. He had nothing to fear. He was grown up. He was destined for greatness. Crovox clutched the book tightly in his hands and pressed forward. He seemed suddenly to hear words in the music:

*Bright and burning brighter is the fire,
Melting voices merging in the choir
Of conflagration eating oil's glisten,
The holocaustal requiem, the pyre,
Of yearning heroes gathering to listen.*

It was a song in the epic language of heroes, a language Crovox instinctively understood. It spoke of bright fame in fires of war, songs of mourning sung over the fallen, and hosts of brave men and women—those who won through and became heroes—paying their respects to lost comrades. The burning fallen and the brave heroes.

A thrill quivered through Crovox.

He made his way past door after door—guest suites, the low parlor, the common room, the kitchen—all empty now except for vagrant summer air. Rising up a set of slate steps, Crovax reached the upper hall: Father's study, where he meant to return the book; and beyond it the high parlor, domain of the ghost hag. It was the one room in the house Crovax was forever forbidden to enter. And the music came from within.

It was a moment of destiny. Beyond that closed door lay the hidden wonders of Father's world—delights and dangers. Beyond that closed door lay also, perhaps, a ghost who would sink her teeth into Crovax and slowly consume him until there was nothing but a gibbering jawbone left. But none of that mattered:

To remain here was to obey Father, and remain a boy.

To venture within was to defy Father, and become a man.

Curling his fingers like the claws of a panther, Crovax lifted the silvery latch and slowly drew open the door. It swung, silent and massive, on giant hinges, releasing a tide of cool air. He shivered, each droplet of sweat on him turning cold. He stalked in, silent and ready.

The room smelled of mahogany, woolen carpets, and rich smoke. Stout chairs clustered around a finely crafted table. On the far wall, an array of spirit decanters glimmered serenely. In an adjacent corner stood a bronze ancillary globe, marking the positions of Dominaria and the planets nearby. Beside it stood a telescope, a sextant, and a cabinet with map drawers. Another corner was decked with the family banner, the coat of arms, and a marble bust of Father.

Crovax suddenly realized he was heir to all these things—the noble estate, the coat of arms, desks, maps of the world, models of the heavens. He felt a moment of welling respect for Father, but then he wondered how a man with all this power could squander it in petty trade deals and empty conversation. With all this power, Crovax would sail to distant lands, claim new worlds, raise armies, cleanse Urborg....

Something flickered above the vast stone fireplace. With feline grace, Crovax pivoted toward it. In a niche atop the mantel, a red light gleamed. The boy approached, feet silent on the thick carpets. The niche held a short glass dome, beneath which lay something beautiful—a golden amulet that held a gemstone the size and color of a boy's heart. Crovax stared wonderingly at the glistening facets and realized the song that had drawn him here came from the stone.

Without pause or thought, Crovax set down the sweat-spotted volume of lore, reached up to the shivering glass dome, and lifted it. The stone sang out:

Slide the stopper, scion of the fire.

Claim the pendant of a faithless sire

Who keeps an angel captive in

a gemstone.

Confess the aching secrets of desire,

And claim Selenia ever more your own.

He drew the cold gold chain about his neck and lowered the amulet to rest, warm, upon his heart. A small, glass stopper protruded from the base of the stone, and he reached, unthinking, and drew the glass forth.

The stone winked, and beads of scintillating light stretched out from the crystal. Thousands of glowing motes whirled up in a sudden rush and circled the astonished boy. His nightshirt flapped all round him, seeming a ghost in its own right. Crovax suddenly remembered the ghost hag of the high parlor, emerging to feed upon foolish and overly curious boys. But what hag could make such splendid lights?

The multicolored cloud of sparks drew apart from him and coalesced on the hearth. A face formed, slender and serene and beautiful. Long golden hair and strong shoulders framed the face. A body, both powerful and lithe, took shape below. To either side of the figure formed great gray wings. She held in her hand a sword of glinting steel.

Crovax fell to his knees before the creature and her glimmering sword. He bowed his head in shame, feeling small in his nightshirt and tousled hair.

The woman reached a slender hand out to him, and one finger caught him beneath the chin. With gentle pressure, she lifted Crovax's face toward her own.

He saw her then, fully formed. Her beauty was so great he began to weep. This was Father's "ghost-hag," Crovax realized suddenly, a powerful and dangerous spirit held captive in the amulet. But this was no hag....

"Rise, Crovax," the woman said in a voice that was both invitation and command. The warm touch of her fingertip grew stronger, and Crovax found himself standing before the glorious creature. She seemed to begin a curtsy but continued the motion until she knelt on the hearth at his feet. "It is right that I bow to you."

"You, b-bow to me?" stammered Crovax, the tears drying on his cheeks. "No, dear lady—"

"I am Selenia, spirit of the stone," she explained. "I serve whoever wears the amulet."

"Y-you...serve?" asked Crovax incredulously.

"Yes," she replied, and there was a flash of hurt and defiance in her eyes. "Yes, I serve. I am bound to the stone, and I serve."

Crovax was amazed. "You are a djinn, then?"

"I am an angel from the plane of Serra."

A Serra angel! His tears were gone now, and visions of volcanoes and liches once again swarmed across his eyes. "You must grant me whatever I ask?"

The angel's features darkened. "What ever I can grant, yes. But there are many things beyond my power. I cannot make you a giant or a king or a rich man."

Crovax puffed out his chest and said, "Luckily, I shall be all of those things anyway."

Selenia smiled. It was a beautiful sight. "I do not doubt you

Crovax
fell to his
knees before
the creature
and her
glimmering
sword.

will. Some men are born to greatness."

Yes. She sensed it, too! And on her smiling lips, the word greatness meant more than coiled muscles and feline grace. It meant majesty. It meant beauty. Greatness was not just a matter of body, but of soul.

As the angel's smile faded, Crovax suddenly ached to see it again. "What if I commanded you to carry me on your back and fly over the island?"

"Yes," she responded. "I could, and I would."

"And if I commanded, you would fly to the plantation of my friend Tevon and show yourself to him?"

"If that is what you desire."

"And then maybe you could take Tevon and me both to where Hixton lives, and you could send fireballs and lightning blasts down and kill him and burn his estate and drive his family out of Urborg?"

Selenia breathed deeply. "I can and will do anything you desire. Your father dons the amulet to send me into battle." A sudden sadness entered the angel's eyes. "You can don it to ask whatever you desire."

"Whatever I desire!" Crovax sighed. The possibilities were endless. He wondered what Lord Windgrace would do in such a position. He wondered if, with this angel at his side, he could rule the world. Struggling to put his wishes into words, Crovax noticed at last the sorrow in Selenia's eyes. On sudden impulse, he said, "I desire that you smile again! I want you to smile and never stop!"

Selenia smiled again, though the look was forced, tainted with sadness.

"No," Crovax said. "Not like that. Like you smiled before. You're just pretending to be happy. I want you to be truly happy. I command it!"

Selenia bowed her head, looking away from Crovax for the first time. "I could more easily make you a giant or a king or a rich man."

Trying to amuse her, Crovax puffed out his chest again and said flippantly, "Then make me all those things, and I will make you smile." She did not respond to his banter, and Crovax grew serious. "How can I make you smile?"

Selenia lifted her head, a light of hope in her eyes. "Break the crystal stopper, that I cannot be imprisoned again. Set me free."

Only then did Crovax realize he had never loved anyone before. In that moment, looking into those hurt and hopeful eyes, he knew he loved Selenia. It was desire and devotion and destiny all rolled into one. How could he have considered using her like a mere tool? How could he have overlooked the sadness of her imprisonment? How had he found reason to draw breath before looking into those eyes?

And he wondered, would she ever love him, too?

There was a way.... Crovax glanced about the parlor, seeking something that would be hard enough to shatter the amulet. There was the mahogany table, the brass armillary sphere, the brick hearth, the marble bust of Father—

Father. A chill swept over Crovax. He had blatantly disobeyed Father. He had entered the room where he was forbidden, had awakened the secret spirit Father held in thrall, and now he would dare to shatter the stone that held her captive? Crovax shivered. He would be bruised badly enough when the first offense was discovered. The second would bring unbearable punishment. But that final transgression—

"I would—I *will* free you," Crovax pledged, "but I cannot yet. Father would kill me. He's my master as well as yours. I'm still just a boy. But some day, I will be a man. Some day, I will be free from him, too, and that day I will take you with me. I swear on my life, Selenia, I will take you with me, and I will set you free."

Her head bowed again, and sorrow was written plain across her features. "Whatever you desire. Only know that he approaches even now in the hallway."

Crovax's eyes grew wide with alarm. He lifted the amulet from his neck and fumbled to replace the stopper. As he did so, Selenia burst into a shimmering cloud of swirling motes. The cloud spiraled inward, drawn back into the stone even as Crovax set the stopper in place. The last sparks slipped beneath the lip of the bead and sank into the red crystal. Crovax set the glass dome in place and whirled about, just as Father burst like an angry bear into the room.

"Crovax! What are you doing in here!" the sleepy-eyed man roared.

The boy staggered forward, bumping into a chair, and then turned slowly, in apparent disorientation. "I'm looking for it," he mumbled.

"Looking for what?" Father demanded.

"My panther staff. The lich is coming, and I'm supposed to have my panther staff," Crovax said muzzily. He pawed at empty air.

"Panther staff? Lich?" Father wondered. The anger was draining from his voice. "What is this all about?"

"I'm supposed to fight him today. I will die without my panther staff." Crovax staggered to the door, and then gave a happy sigh. "Oh, I must have left it in my room." He plodded dizzily away.

The master of the house watched his son retreat down the hall and then went through the high parlor to make sure nothing was amiss. The spirit decanters weren't touched. The coat of arms and bust were fine. The amulet remained, glowing, in its case.

Then, with a knowing nod, he discovered the forbidden volume of stories, still wet from the boy's feverish grip. Shaking his head in mild annoyance, the man left the room, taking the book with him. ♣

A veteran (expatriate? refugee?) of many shared worlds, Rob is seeking to make his home on Dominaria. In addition to his Magic short stories detailing the lives of Karn and Crovax, Rob is writing the third book of The Artifacts Cycle, telling of the creation of Karn and the Weatherlight.

Selenia
burst
into a
shimmering
cloud of
swirling
motes.

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Bayou	G	U	\$50.00	\$59.00	\$15.00
Berserk	G	U	\$42.00	\$42.00	\$32.00
Birds of Paradise	G	R	\$37.00	\$43.00	\$11.00
Black Knight	Bk	U	\$9.00	\$17.00	\$2.50
Black Lotus	A	R	\$395.00	\$409.00	\$299.00
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Black Ward	W	U	\$3.00	\$3.00	\$1.00
Blaze of Glory	W	R	\$44.00	\$44.00	\$26.00
Blessing	W	R	\$11.00	\$13.00	\$2.00
Blue Ward	W	U	\$3.00	\$3.00	\$1.00
Bog Wraith	Bl	R	\$4.00	\$6.00	\$1.00
Brainseizer	Bk	U	\$27.00	\$37.00	\$9.00
Burrowing	R	U	\$3.00	\$3.00	\$1.00
Camouflage	G	U	\$7.00	\$8.00	\$6.00
Castle	W	U	\$3.00	\$3.00	\$1.00
Celestial Prism	A	U	\$3.00	\$3.00	\$1.00
Channel	G	U	\$3.00	\$3.00	\$1.00
Chaos Orb	A	R	\$89.00	\$109.00	\$69.00
Chaoslace	R	R	\$9.00	\$9.00	\$1.00
Clockwork Beast	A	R	\$14.00	\$14.00	\$2.00
Clone	Bl	U	\$19.00	\$22.00	\$5.00
Cockatrice	G	R	\$17.00	\$17.00	\$4.00
Consecrate Land	W	U	\$14.00	\$14.00	\$9.00
Conservator	A	U	\$3.00	\$3.00	\$1.00
Contract from Below	Bk	R	\$9.00	\$9.00	\$2.00
Control Magic	Bl	U	\$13.00	\$14.00	\$4.00
Conversion	W	U	\$3.00	\$3.00	\$1.00
Copper Tablet	A	U	\$12.00	\$13.00	\$6.00
Copy Artifact	Bl	R	\$23.00	\$29.00	\$7.00
Counterspell	Bl	U	\$17.00	\$19.00	\$2.00
Crusade	W	R	\$38.00	\$44.00	\$8.00

ALPHA/BETA/UNLIMITED CARD LIST (cont.)

Card Title	Color	Rarity	Alpha	Beta	Unltd
Crystal Rod	A	U	\$3.00	\$3.00	\$1.00
Cursed Land	Bk	U	\$3.00	\$3.00	\$1.00
Cyclopean Tomb	A	R	\$70.00	\$60.00	\$49.00
Dark Ritual	Bk	C	\$5.00	\$7.00	\$5.50
Darkpet	Bk	R	\$9.00	\$9.00	\$2.00
Deathgrip	Bk	U	\$3.00	\$3.00	\$1.00
Deathlace	Bk	R	\$9.00	\$9.00	\$1.00
Demonic Attorney	Bk	R	\$9.00	\$9.00	\$2.00
Demonic Hordes	Bk	R	\$24.00	\$24.00	\$9.00
Demonic Tutor	Bk	U	\$18.00	\$19.00	\$6.00
Dingus Egg	A	R	\$12.00	\$14.00	\$2.00
Disenchant	W	C	\$5.00	\$8.00	\$1.00
Disintegrate	R	C	\$3.00	\$5.00	\$5.50
Disrupting Scepter	A	R	\$33.00	\$42.00	\$3.00
Dragon Whelp	R	U	\$4.00	\$6.00	\$1.00
Drain Life	Bk	C	\$3.00	\$4.00	\$5.50
Drain Power	Bl	R	\$19.00	\$19.00	\$3.00
Dwarven Demolition Team	R	U	\$11.00	\$12.00	\$7.00
Earth Elemental	R	U	\$3.00	\$3.00	\$1.00
Earthquake	R	R	\$29.00	\$37.00	\$8.00
Elvish Archers	G	R	\$24.00	\$30.00	\$5.00
Evil Presence	Bk	U	\$3.00	\$3.00	\$1.00
False Orders	R	C	\$5.00	\$5.00	\$2.00
Farmstead	W	R	\$9.00	\$9.00	\$2.00
Fastbond	G	R	\$24.00	\$24.00	\$7.00
Feedback	Bl	U	\$3.00	\$3.00	\$1.00
Fire Elemental	R	U	\$4.00	\$4.00	\$1.00
Fireball	R	C	\$6.00	\$7.00	\$5.50
Flashfires	R	U	\$3.00	\$3.00	\$1.00
Force of Nature	G	R	\$25.00	\$29.00	\$7.00
Forcefield	A	R	\$139.00	\$139.00	\$95.00
Fork	R	R	\$35.00	\$45.00	\$16.00
Fungusaur	G	R	\$11.00	\$14.00	\$5.00
Gaea's Liege	G	R	\$13.00	\$15.00	\$5.00
Gauntlet of Might	A	R	\$129.00	\$129.00	\$89.00
Giant Growth	G	C	\$4.00	\$4.00	\$5.50
Glasses of Urza	A	U	\$3.00	\$3.00	\$1.00
Gloom	Bk	U	\$3.00	\$3.00	\$1.00
Goblin Balloon Brigade	R	U	\$3.00	\$3.00	\$1.00
Goblin King	R	R	\$19.00	\$24.00	\$5.00
Granite Gargoyle	R	R	\$24.00	\$27.00	\$5.00
Green Ward	W	U	\$3.00	\$3.00	\$1.00
Helm of Chatzruk	A	R	\$9.00	\$9.00	\$1.00
Hive, The	A	R	\$10.00	\$12.00	\$2.00
Howling Mine	A	R	\$39.00	\$44.00	\$9.00
Hurricane	G	U	\$3.00	\$3.00	\$1.00
Hypnotic Specter	Bk	U	\$15.00	\$19.00	\$5.00
Ice Storm	G	U	\$22.00	\$22.00	\$14.00
Icy Manipulator	A	U	\$49.00	\$59.00	\$37.00
Illusionary Mask	A	R	\$39.00	\$45.00	\$29.00
Instill Energy	G	U	\$3.00	\$3.00	\$1.00
Invisibility	Bl	C	\$6.00	\$6.00	\$4.00
Iron Star	A	U	\$3.00	\$3.00	\$1.00
Ironclaw Orcs	R	C	\$1.00	\$1.00	\$1.00
Island Sanctuary	W	R	\$9.00	\$9.00	\$2.00
Ivory Cup	A	U	\$3.00	\$3.00	\$1.00
Jade Monolith	A	R	\$9.00	\$9.00	\$2.00
Jade Statue	A	U	\$14.00	\$17.00	\$11.00

ALPHA/BETA/UNLIMITED CARD LIST (cont.)

Card Title	Color	Rarity	Alpha	Beta	Unltd
Jayemdae Tome	A	R	\$29.00	\$39.00	\$3.00
Juggernaut	A	U	\$15.00	\$17.00	\$4.00
Karma	W	U	\$3.00	\$3.00	\$1.00
Keldon Warlord	R	U	\$7.00	\$7.00	\$2.00
Kormus Bell	A	R	\$9.00	\$9.00	\$2.00
Kudzu	G	R	\$9.00	\$9.00	\$2.00
Lance	W	U	\$3.00	\$3.00	\$1.00
Ley Druid	G	U	\$3.00	\$3.00	\$1.00
Library of Leng	A	U	\$3.00	\$3.00	\$1.00
Lich	Bk	R	\$59.00	\$64.00	\$47.00
Lifelorce	G	U	\$3.00	\$3.00	\$1.00
Lifelace	G	R	\$9.00	\$9.00	\$1.00
Lifetap	Bl	U	\$3.00	\$3.00	\$1.00
Lightning Bolt	R	C	\$9.00	\$10.00	\$3.00
Living Artifact	G	R	\$12.00	\$14.00	\$2.00
Living Lands	G	R	\$9.00	\$9.00	\$2.00
Living Wall	A	U	\$4.00	\$4.00	\$1.00
Lord of Atlantis	Bl	R	\$17.00	\$19.00	\$6.00
Lord of the Pit	Bk	R	\$17.00	\$19.00	\$6.00
Lure	G	U	\$3.00	\$3.00	\$1.00
Magical Hack	Bl	R	\$19.00	\$24.00	\$4.00
Mahamoti Djinn	Bl	R	\$27.00	\$37.00	\$8.00
Mana Flare	R	R	\$23.00	\$29.00	\$7.00
Mana Short	Bl	R	\$15.00	\$17.00	\$3.00
Mana Vault	A	R	\$17.00	\$19.00	\$5.00
Manabubbs	R	R	\$13.00	\$15.00	\$2.00
Meekstone	A	R	\$22.00	\$24.00	\$4.00
Mind Twist	Bk	R	\$17.00	\$19.00	\$7.00
Mox Emerald	A	R	\$209.00	\$219.00	\$149.00
Mox Jet	A	R	\$219.00	\$229.00	\$159.00
Mox Pearl	A	R	\$219.00	\$229.00	\$159.00
Mox Ruby	A	R	\$219.00	\$229.00	\$159.00
Mox Sapphire	A	R	\$219.00	\$229.00	\$159.00
Natural Selection	G	R	\$32.00	\$34.00	\$24.00
Nether Shadow	Bk	R	\$17.00	\$19.00	\$3.00
Nettling Inup	Bk	U	\$4.00	\$4.00	\$1.00
Nevinyrral's Disk	A	R	\$52.00	\$69.00	\$11.00
Nightmare	Bk	R	\$29.00	\$34.00	\$6.00
Northern Paladin	W	R	\$17.00	\$22.00	\$3.00
Obsidian Golem	A	U	\$3.00	\$3.00	\$1.00
Orchish Artillery	R	U	\$9.00	\$9.00	\$3.00
Orchish Oriflamme	R	U	\$35.00	\$3.00	\$3.00
Personal Incarnation	W	R	\$17.00	\$19.00	\$3.00
Phantasmal Forces	Bl	U	\$3.00	\$3.00	\$1.00
Phantom Monster	Bl	U	\$5.00	\$6.00	\$1.00
Pirate Ship	Bl	R	\$9.00	\$9.00	\$2.00
Plateau	L	R	\$50.00	\$59.00	\$20.00
Power Surge	R	R	\$12.00	\$14.00	\$2.00
Psionic Blast	Bl	U	\$29.00	\$24.00	\$19.00
Purcelace	W	R	\$9.00	\$9.00	\$1.00
Raging River	R	R	\$39.00	\$44.00	\$29.00
Red Ward	W	U	\$3.00	\$3.00	\$1.00
Regrowth	G	U	\$14.00	\$19.00	\$3.00
Resurrection	W	U	\$3.00	\$3.00	\$1.00
Reverse Damage	W	R	\$18.00	\$22.00	\$5.50
Righteousness	W	R	\$16.00	\$18.00	\$2.00
Roe of Kher Ridges	R	R	\$19.00	\$19.00	\$2.00
Rock Hydra	R	R	\$24.00	\$27.00	\$7.00

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ALPHA/BETA/UNLIMITED CARD LIST (cont.)

Card Title	Color	Rarity	Alpha	Beta	Unltd
Rod of Ruin	A	U	\$3.00	\$3.00	\$1.00
Royal Assassin	Bk	R	\$39.00	\$46.00	\$12.00
Sacrifice	Bk	U	\$3.00	\$3.00	\$1.00
Savannah	N	R	\$50.00	\$59.00	\$15.00
Savannah Lions	A	W	\$35.00	\$42.00	\$6.00
Savannah Ghoul	Bk	U	\$3.00	\$3.00	\$1.00
Scrubland	L	R	\$50.00	\$59.00	\$15.00
Sedge Troll	R	R	\$24.00	\$29.00	\$9.00
Seraph Vampire	Bk	U	\$14.00	\$18.00	\$4.00
Serra Angel	W	U	\$29.00	\$36.00	\$5.00
Shiva Dragon	R	R	\$69.00	\$74.00	\$17.00
Simulacrum	Bk	U	\$3.00	\$4.00	\$1.00
Sinkhole	Bk	C	\$17.00	\$19.00	\$13.00
Siren's Call	Bl	U	\$3.00	\$3.00	\$1.00
Sight of Mind	Bl	R	\$18.00	\$24.00	\$4.00
Smoke	R	R	\$9.00	\$9.00	\$2.00
Sol Ring	A	U	\$18.00	\$22.00	\$6.00
Soul Net	A	U	\$3.00	\$3.00	\$1.00
Stasis	Bl	R	\$24.00	\$32.00	\$5.00
Steel Artifact	Bl	U	\$5.00	\$5.00	\$1.00
Stone Giant	R	U	\$3.00	\$3.00	\$1.00
Sunglasses of Urza	A	R	\$9.00	\$9.00	\$2.00

ALPHA/BETA/UNLIMITED CARD LIST (cont.)

Card Title	Color	Rarity	Alpha	Beta	Unltd
Swords to Plowshares	W	U	\$19.00	\$22.00	\$2.00
Taiga	L	R	\$50.00	\$60.00	\$19.00
Thicker Basilisk	G	U	\$4.00	\$5.00	\$1.00
Thoughtplace	Bl	R	\$9.00	\$9.00	\$1.00
Throne of Bone	A	U	\$3.00	\$3.00	\$1.00
Timber Wolves	G	R	\$17.00	\$19.00	\$2.00
Time Vault	A	R	\$109.00	\$99.00	\$55.00
Time Walk	Bl	R	\$259.00	\$279.00	\$199.00
Timetwister	Bl	R	\$169.00	\$179.00	\$129.00
Tropical Island	L	R	\$50.00	\$59.00	\$15.00
Tsunami	G	U	\$3.00	\$3.00	\$1.00
Tundra	L	R	\$50.00	\$60.00	\$19.00
Tunnel	R	U	\$3.00	\$3.00	\$1.00
Twiddle	Bl	C	\$3.00	\$3.00	\$5.00
Two-Headed Giant w/Foris	R	R	\$54.00	\$59.00	\$42.00
Underground Sea	L	R	\$50.00	\$59.00	\$18.00
Uthden Troll	R	U	\$3.00	\$3.00	\$1.00
Verduran Enchantress	G	R	\$9.00	\$9.00	\$2.00
Vesuvan Doppelganger	Bl	R	\$49.00	\$59.00	\$19.00
Veteran Bodyguard	W	R	\$20.00	\$24.00	\$5.00
Volcanic Eruption	Bl	R	\$9.00	\$9.00	\$2.00
Volcanic Island	L	R	N/A	\$59.00	\$18.00

ALPHA/BETA/UNLIMITED CARD LIST (cont.)

Card Title	Color	Rarity	Alpha	Beta	Unltd
Wall of Air	Bl	U	\$5.00	\$5.00	\$1.00
Wall of Bone	Bk	U	\$3.00	\$3.00	\$1.00
Wall of Brambles	G	U	\$3.00	\$3.00	\$1.00
Wall of Fire	R	U	\$3.00	\$3.00	\$1.00
Wall of Ice	G	U	\$3.00	\$3.00	\$1.00
Wall of Stone	R	U	\$3.00	\$3.00	\$1.00
Wall of Swords	W	U	\$5.00	\$5.00	\$1.00
Wall of Water	Bl	U	\$3.00	\$3.00	\$1.00
Wall of Wood	G	C	\$3.00	\$3.00	\$1.00
Wanderlust	G	U	\$3.00	\$3.00	\$1.00
Warp Artifact	Bk	R	\$13.00	\$17.00	\$2.00
Water Elemental	Bl	U	\$3.00	\$3.00	\$1.00
Web	G	R	\$13.00	\$16.00	\$2.00
Wheel of Fortune	R	R	\$37.00	\$43.00	\$10.00
White Knight	W	U	\$14.00	\$18.00	\$2.00
White Ward	W	U	\$3.00	\$3.00	\$1.00
Will-o'-The-Wisp	Bk	R	\$34.00	\$39.00	\$7.00
Winter Orb	A	R	\$37.00	\$49.00	\$8.00
Word of Command	A	U	\$3.00	\$3.00	\$1.00
Wrath of God	Bk	R	\$69.00	\$74.00	\$49.00
Wrath of God	W	R	\$44.00	\$59.00	\$13.00
Zombie Master	Bk	R	\$13.00	\$15.00	\$2.00

REVISED/4TH EDITION/5TH EDITION CARD LIST

Revised	
Starter Deck	\$34.95
Starter Box	\$329.95
Booster Pack	\$9.95
Booster Box	\$369.95
Complete Set	\$279.95
All Commons Not Listed	\$5.00 ea

4th Edition	
Starter Deck	\$8.95
Starter Box	\$79.95
Booster Pack	\$3.50
Booster Box	\$109.95
Complete Set	\$179.00
All Commons Not Listed	\$5.00 ea

5th Edition	
Starter Deck	\$8.95
Starter Box	call
Booster Pack	\$2.95
Booster Box	call
Complete Set	\$299.95
All Commons Not Listed	\$5.00 ea

Card Title	Color	Rarity	Price
Abbey Gargoyles	W	U	\$1.00
Abomination	Bk	U	\$1.00
Abyssal Specter	Bk	U	\$2.00
Adarkar Wastes	L	R	\$5.00
Aether Storm	Bl	U	\$1.00
Air Elemental	Bl	U	\$1.00
Air Elemental	Bl	U	\$1.00
Akron Legionnaire	W	R	\$3.00
Aladdin's Lamp	A	R	\$2.00
Aladdin's Ring	A	R	\$2.00
All Bats	A	U	\$1.00
An-Havva Constable	G	R	\$3.00
Angry Mob	W	U	\$1.00
Animate Artifact	Bl	U	\$1.00
Animate Dead	Bk	U	\$1.00
Animate Wall	W	R	\$2.00
Ash of Mishra	A	R	\$2.00
Anti-Magic Aura	Bl	U	\$1.50
Armageddon	W	R	\$10.00
Armageddon Clock	A	R	\$2.00
Ashes to Ashes	Bk	U	\$1.00
Astrod's Battle Gear	A	U	\$1.00
Aspect of Wolf	G	R	\$3.00
Atog	R	U	\$1.00
Azure Drake	Bl	U	\$1.00
Backfire	Bl	U	\$1.00
Bad Moon	Bk	R	\$6.00
Badlands	L	R	\$17.00
Balance	W	R	\$3.00
Ball Lightning	R	R	\$10.00
Barf's Cage	A	R	\$3.00
Basil Monolith	A	U	\$1.00
Bayou	L	R	\$9.00
Binding Crasp	Bl	U	\$1.00
Birds of Paradise	G	R	\$8.50
Black Knight	Bk	U	\$1.00
Black Mana Battery	A	R	\$3.00
Black Vise	A	U	\$1.50
Black Ward	W	U	\$5.50
Blessing	W	R	\$1.00
Blight	Bk	U	\$1.00
Blinking Spirit	W	R	\$7.00
Blue Mana Battery	A	R	\$3.00
Bite Ward	W	U	\$5.50
Bog Wraith	Bk	U	\$1.00
Bottle of Suleiman	A	R	\$1.00
Bottomless Vault	L	R	\$4.00
Brainweaver	Bl	R	\$4.00
Bress Man	A	U	\$1.00
Breeding Pit	Bk	U	\$2.00
Broken Vantage	Bk	R	\$3.00
Bronze Tablet	A	R	\$2.00
Brushland	L	R	\$7.00
Burrowing	R	U	\$1.00
Caribou Range	W	R	\$3.00

REVISED/4TH/5TH CARD LIST (cont.)

Card Title	Color	Rarity	Price
Carion Ants	Bk	U	\$1.50
Castle	W	U	\$1.00
Cave People	R	U	\$1.00
Celestial Prism	A	U	\$1.00
Channel	G	U	\$1.00
Chaoslace	R	R	\$1.00
Circle of Protection: Artifacts	W	U	\$1.50
City of Brass	L	R	\$8.50
Clockwork Avian	A	R	\$3.00
Clockwork Beast	A	R	\$2.00
Clockwork Steed	A	U	\$1.00
Clone	Bl	U	\$3.00
Cockatrice	G	R	\$3.00
Colossus of Sardia	A	R	\$6.00
Conquer	R	U	\$1.00
Conservator	A	U	\$1.00
Contract from Below	Bk	R	\$2.00
Control Magic	Bl	U	\$2.00
Conversion	W	U	\$1.00
Copy Artifact	Bl	R	\$3.00
Coral Helm	A	R	\$2.00
Cosmic Horror	Bk	R	\$1.00
Counterspell	Bl	U	\$2.00
Craw Giant	G	R	\$1.00
Crimson Manticores	A	R	\$4.00
Crown of the Ages	A	R	\$1.00
Crumble	G	U	\$1.00
Crusade	W	R	\$6.00
Crystal Rod	A	U	\$1.00
Cursed Land	Bk	U	\$1.00
Dance of Many	Bl	R	\$3.00
Dancing Scimitar	A	R	\$2.00
Darkpact	Bk	R	\$2.00
Deathgrip	Bk	U	\$1.00
Deathlace	Bk	R	\$1.00
Deflection	Bl	R	\$5.00
Demonic Attorney	Bk	R	\$2.00
Demonic Hordes	Bk	R	\$7.00
Demonic Tutor	Bk	U	\$3.00
Derelict	Bk	R	\$3.00
Desert Twister	G	U	\$1.00
Detonate	R	U	\$1.00
Diabolic Machine	A	U	\$1.00
Dingus Egg	A	R	\$3.00
Disentegrate	R	C	\$1.50
Disrupting Scepter	A	R	\$3.00
Divine Transformation	W	U	\$1.00
Dragon Engine	A	R	\$2.00
Dragon Whelp	R	U	\$1.00
Drain Power	Bl	R	\$3.50
Dust to Dust	W	U	\$1.00
Dwarven Cataapult	L	R	\$4.00
Dwarven Hold	L	U	\$1.00
Dwarven Ruins	R	U	\$1.00
Dwarven Weaponsmith	R	U	\$1.00
Earth Elemental	R	U	\$1.00
Earthquake	R	R	\$5.50
Ebon Stronghold	L	U	\$1.00
Ebony Horse	A	R	\$2.00
El-Hajjaj	Bk	R	\$2.00
Elder Druid	G	R	\$3.00
Elder Land Wurm	W	R	\$3.00
Elkin Bottle	A	R	\$3.00
Elven Riders	G	U	\$1.00
Elvish Archers	G	U	\$2.00
Energy Flux	Bl	U	\$1.00
Evil Eye of Orms-by-Gore	Bk	U	\$1.00
Eye Presence	W	R	\$2.00
Eye for an Eye	Bk	U	\$2.00
Fallen Angel	W	R	\$2.00
Farmstead	G	R	\$5.00
Fastbond	Bl	U	\$1.00
Feedback	Bl	U	\$1.00
Feldon's Cane	A	U	\$1.00
Fellwar Stone	A	U	\$2.50
Feroz's Ban	A	R	\$2.00
Fireball	R	C	\$1.50
Fire Drake	R	U	\$1.00
Fire Elemental	R	U	\$1.00
Flame Spirit	L	R	\$1.00
Flashfires	A	R	\$2.00
Flying Carpet	G	R	\$5.00
Force of Nature	G	R	\$5.00

REVISED/4TH/5TH CARD LIST (cont.)

Card Title	Color	Rarity	Price
Forget	Bl	R	\$3.00
Fork	R	R	\$13.00
Fountain of Youth	A	U	\$1.00
Fungusaur	G	R	\$2.00
Fyndhorn Elder	G	U	\$1.00
Gaea's Liege	G	R	\$4.00
Game of Chaos	R	R	\$3.00
Gauntlets of Chaos	A	R	\$3.00
Glacial Wall	Bl	U	\$1.00
Glasses of Urza	A	U	\$1.00
Gloom	Bk	U	\$1.00
Goblin Balloon Brigade	R	U	\$1.00
Goblin King	R	R	\$3.00
Goblin Warrens	R	R	\$5.00
Granite Gargoyle	R	R	\$3.00
Greater Realm of Preservation	W	U	\$2.50
Greater Werewolf	Bk	U	\$2.00
Green Mana Battery	A	R	\$3.00
Green Ward	W	U	\$5.50
Havenwood Battleground	L	U	\$1.50
Hecatombs	Bk	R	\$4.00
Helm of Chazruk	A	R	\$1.00
Hive, The	A	R	\$3.00
Hollow Trees	L	R	\$4.00
Howling Mine	A	R	\$5.50
Hurr Jackal	A	R	\$1.00
Hurricane	G	U	\$1.00
Hydroblast	Bl	U	\$2.00
Hypnotic Specter	Bk	U	\$3.50
Icatian Phalanx	W	U	\$1.00
Icatian Store	L	R	\$4.00
Icatian Town	W	R	\$3.50
Ice Floe	L	U	\$1.00
Incinerate	R	R	\$1.50
Inferno	R	R	\$4.00
Infinite Hourglass	A	R	\$3.00
Instill Energy	G	U	\$1.00
Iron Star	A	U	\$1.00
Ironclaw Curse	R	R	\$3.00
Island Fish Janosius	Bl	R	\$2.00
Island Sanctuary	W	R	\$1.00
Ivory Cup	A	U	\$1.00
Ivory Guardians	W	U	\$1.00
Ivory Tower	A	R	\$4.00
Jade Monolith	A	R	\$2.00
Jalum Tome	A	R	\$3.00
Jandor's Ring	A	R	\$3.00
Jandor's Saddlebags	A	R	\$3.00
Jayemdae Tome	A	R	\$4.00
Jester's Cap	A	R	\$11.50
Johltull Wurm	G	U	\$1.00
Jokulhups	R	R	\$5.00
Joven's Tools	A	U	\$1.00
Juggernaut	A	U	\$3.00
Junin Effreet	Bk	U	\$1.00
Justice	W	U	\$1.00
Juxtapose	Bl	R	\$3.00
Karna	W	U	\$1.00
Karpusian Forest	L	R	\$8.00
Keldon Warlord	R	U	\$1.50
Killer Bees	G	U	\$2.00
Kismet	W	U	\$1.00
Kjeldoran Royal Guard	W	U	\$5.00
Kjeldornn Skycaptain	W	U	\$1.00
Knight of Stronghold	Bk	U	\$2.50
Kormus Bell	A	R	\$3.00
Kudzu	G	R	\$3.00
Lance	W	U	\$1.00
Land Tax	W	R	\$6.00
Leshrac's Rite	Bk	U	\$1.00
Leviathan	Bl	R	\$4.00
Ley Druid	G	U	\$1.00
Lhurgoyf	G	R	\$8.00
Library of Leng	A	U	\$1.00
Lifelorce	G	U	\$1.00
Lifelace	G	R	\$1.00
Lifetap	Bl	U	\$1.00
Lightning Bolt	R	C	\$1.50
Living Artifact	G	R	\$3.00
Living Lands	G	R	\$2.00
Living Wall	A	U	\$1.00
Lord of Atlantis	Bl	R	\$3.50
Lord of the Pit	Bk	R	\$5.00

REVISED/4TH/5TH CARD LIST (cont.)

Card Title	Color	Rarity	Price
Sedge Troll	R	R	\$3.00
Segovian Leviathan	Bl	U	\$1.00
Sengir Autocrat	Bk	R	\$4.00
Sengir Vampire	Bk	U	\$3.50
Seraph	W	R	\$6.00
Serendib Efreet	Bl	R	\$7.00
Serpent Generator	A	R	\$3.00
Serra Angel	W	U	\$4.50
Serra Bestiary	W	U	\$1.00
Serra Paladin	W	U	\$1.00
Shapeshifter	A	U	\$1.00
Shatterstorm	R	U	\$1.00
Shivan Dragon	R	R	\$9.00
Sibilant Spirit	Bl	R	\$4.00
Simulacrum	Bk	U	\$1.00
Sindbad	Bl	U	\$1.00
Siren's Call	Bl	U	\$1.00
Skull Catapult	A	U	\$1.00
Sleight of Mind	A	U	\$4.00
Smoke	R	R	\$3.00
Sol Ring	A	U	\$6.00
Sorceress Queen	Bk	R	\$1.00
Soul Net	A	U	\$2.50
Spirit Link	Bk	U	\$1.00
Spirit Shackles	G	R	\$3.00
Stampede	G	R	\$4.00
Stasis	Bl	R	\$4.00
Steel Artifact	Bl	U	\$1.00
Stone Giant	R	U	\$1.00
Stone Spirit	R	U	\$1.00
Strip Mine	L	U	\$3.50
Stronghold Cabal	Bk	R	\$3.00
Sulfurous Springs	L	R	\$8.00
Sunglasses of Urza	A	R	\$2.00
Sylvanite Temple	L	U	\$1.00
Swords to Plowshares	W	U	\$5.00
Sylvan Library	G	R	\$17.00
Taiga	L	R	\$17.00
Tawnos's Wand	A	U	\$1.00
Tawnos's Weaponry	A	U	\$1.00
Tempest Efreet	R	R	\$2.00
Tetravus	A	R	\$3.00
Thicket Basilisk	G	U	\$1.00
Thoughtflame	Bl	R	\$1.00
Throne of Bone	A	U	\$1.00
Thrull Retainer	Bk	U	\$1.00
Timber Wolves	G	R	\$3.00
Time Bomb	A	R	\$4.00
Time Elemental	Bl	R	\$2.00
Titania's Song	A	R	\$2.50
Triskelion	L	R	\$9.00
Tropical Island	L	R	\$3.00
Truce	W	U	\$1.00
Tsunami	G	U	\$1.00
Tundra	L	R	\$17.00
Tunnel	R	U	\$1.00
Uncle Istvan	Bk	U	\$1.00
Underground River	L	R	\$7.00
Underground Sea	L	R	\$15.00
Untamed Wilds	G	U	\$1.00
Urza's Avenger	A	U	\$4.00
Urza's Bauble	A	U	\$1.00
Utahd Troll	R	U	\$1.00
Varduran Enchantress	G	R	\$2.00
Vesuvan Doppelganger	Bl	R	\$11.00
Veteran Bodyguard	W	R	\$4.00
Visions	W	U	\$1.00
Volcanic Eruption	Bl	R	\$2.00
Volcanic Island	L	R	\$15.00
Wall of Air	Bl	U	\$1.00
Wall of Bone	Bk	U	\$1.00
Wall of Brambles	G	U	\$1.00
Wall of Fire	R	U	\$1.00
Wall of Ice	R	U	\$1.00
Wall of Stone	W	U	\$1.00
Wall of Swords	Bl	U	\$1.00
Wall of Water	G	U	\$1.00
Wanderlust	G	U	\$1.00
Warp Artifact	Bk	R	\$1.00
Water Elemental	Bl	U	\$1.00
Web	G	R	\$3.00
Wheel of Fortune	R	R	\$6.50
Whirling Dervish	G	U	\$2.00
White Knight	W	U	\$2.00
White Mana Battery	A	R	\$3.00
White Ward	W	U	\$3.00
Will-O'-The-Wisp	Bk	R	\$1.00
Wind Spirit	Bl	U	\$1.00
Winds of Change	R	R	\$3.00
Winter Blast	G	U	\$1.00
Winter Orb	A	R	\$7.00
Wolverine Pack	G	U	\$1.00
Wooden Sphere	A	U	\$1.00
Word of Blasting	R	U	\$1.00
Wrath of God	W	R	\$10.00
Wretched, The	Bk	R	\$5.00
Wylyli Wolf	G	R	\$5.00
Xenic Poltergeist	Bk	R	\$3.00
Zombie Masier	Bk	R	\$3.00
Zur's Weirlding	Bl	R	\$5.00

ARABIAN NIGHTS CARD LIST

Booster Pack \$84.95
Booster Box \$4795.00
Complete Set \$945.00

Card Title	Color	Rarity	Price
Abu Jafar	W	U	\$6.00
Aladdin	R	U	\$8.00

ARABIAN NIGHTS CARD LIST

Card Title	Color	Rarity	Price
Aladdin's Lamp	A	U	\$4.00
Aladdin's Ring	A	U	\$4.00
Ali Baba	R	U	\$7.00
Ali from Cairo	R	U	\$2.00
Army of Allah (a)	W	C	\$2.00
Bazaar of Baghdad	L	C	\$19.00
Bird Maiden (a)	R	C	\$2.00
Bottle of Suleiman	A	U	\$5.00
Brass Man	A	U	\$4.00
Camel	W	C	\$1.00
City in a Bottle	A	U	\$14.00
City of Brass	L	U	\$24.00
Cuombaji Witches	Bk	C	\$4.00
Cyclone	G	U	\$4.00
Dancing Scimitar	A	U	\$4.00
Dandan	Bl	C	\$1.00
Desert	C	C	\$11.00
Desert Nomads	R	C	\$2.00
Desert Twister	G	U	\$7.00
Diamond Valley	L	U	\$74.00
Drop of Honey	G	U	\$38.00
El-Hajjaj	A	U	\$5.00
El-Hajjaj	A	Bk	\$2.00
Elephant Graveyard	L	U	\$34.00
Eye Raiders (a)	Bk	C	\$1.00
Ernam Djinn	G	U	\$24.00
Eye for an Eye	W	U	\$3.00
Fishliver Oil (a)	Bl	C	\$1.00
Flying Carpet	A	U	\$5.00
Flying Men	Bl	C	\$5.00
Ghazban Ogre	G	C	\$1.00
Giant Tortoise (a)	Bl	C	\$1.00
Guardian Beast	Bk	U	\$49.00
Hasran Ogress (a)	Bk	C	\$1.00
Horr Jackal	R	C	\$4.00
Ith-Raft Efreet	G	U	\$29.00
Island Fish Jasconius	Bl	U	\$4.00
Island of Wak-Wak	L	U	\$44.00
Jandor's Ring	A	U	\$6.00
Jandor's Saddlebags	A	U	\$6.00
Jeweled Bird	A	U	\$4.00
Jihad	W	U	\$45.00
Jundin Efreet	Bk	U	\$8.00
Juzafm Djinn	Bk	U	\$174.00
Khabal Ghoul	W	U	\$34.00
King Suleiman	R	C	\$21.00
Kird Ape	R	C	\$2.00
Library of Alexandria	L	U	\$99.00
Magnetic Mountain	R	U	\$5.00
Merchant Ship	Bl	U	\$6.00
Metamorphosis	G	C	\$1.00
Mijae Djinn	R	U	\$7.00
Moorish Cavalry (a)	W	C	\$2.00
Mountain	N	C	\$11.00
Nafs Asp (a)	G	C	\$1.00
Oasis	L	U	\$4.00
Old Man of the Sea	Bl	U	\$29.00
Oubliette (a)	Bk	C	\$3.00
Piety (a)	W	C	\$1.00
Pyramids	A	U	\$17.00
Repetant Blacksmith	A	U	\$6.00
Ring of Ma'ru'd	A	U	\$34.00
Rukh Egg (a)	R	C	\$13.00
Sandals of Abdallah	A	U	\$7.00
Sandstorm	G	C	\$1.00
Serendib Djinn	Bl	U	\$29.00
Serendib Efreet	Bl	U	\$29.00
Shahrazad	W	U	\$21.00
Sindbad	Bl	U	\$5.00
Singing Tree	G	U	\$36.00
Sorceress Queen	Bk	U	\$11.00
Stone-Throwing Devils (a)	Bk	C	\$4.00
Unstable Mutation	W	C	\$1.00
War Elephant (a)	W	C	\$2.00
Wyluli Wolf (a)	G	C	\$5.00
Yewen Efreet	R	U	\$11.00

ANTIQUITIES CARD LIST

Booster Pack \$19.95
Booster Box \$1079.00
Complete Set \$249.00
Commons not Listed \$1.00 ea

Card Title	Color	Rarity	Price
Argivian Archeologist	W	U	\$37.00
Argivian Blacksmith	W	C	\$2.00
Armageddon Clock	A	U	\$3.00
Ashnod's Altar	A	U	\$3.00
Ashnod's Battle Gear	A	U	\$3.00
Ashnod's Transmogrator	A	U	\$3.00
Atog	R	C	\$1.00
Bronze Tablet	A	U	\$5.00
Candelabra of Tawnos	A	U	\$44.00
Circle of Protection: Artifacts	W	C	\$5.00
Citadel Druid	G	U	\$3.00
Clockwork Avian	A	U	\$8.00
Colossus of Sardia	A	U	\$12.00
Coral Helm	A	U	\$5.00
Cursed Rack	A	C	\$3.00
Damping Field	W	U	\$2.00
Detonate	R	U	\$3.00
Dwarven Weaponsmith	R	U	\$3.00
Energy Flux	Bl	U	\$2.00
Feldon's Cane	A	C	\$6.00
Gaea's Avenger	G	U	\$14.00
Gate of Phryxica	Bk	U	\$5.00
Goblin Artisans	R	U	\$2.00

ANTIQUITIES CARD LIST (cont.)

Card Title	Color	Rarity	Price
Golgothian Sylex	A	U	\$8.00
Haunting Wind	Bk	U	\$4.00
Horky's Recall	Bl	U	\$3.00
Irony Tower	A	U	\$6.00
Jalium Tome	A	U	\$2.00
Martyrs of Korlis	W	U	\$4.00
Mightstone	A	U	\$4.00
Millstone	A	U	\$9.00
Mishra's Factory, autumn	L	U	\$17.00
Mishra's Factory, spring	L	C	\$17.00
Mishra's Factory, summer	L	U	\$17.00
Mishra's Factory, winter	L	U	\$19.00
Mishra's War Machine	A	U	\$4.00
Mishra's Workshop	L	U	\$31.00
Obelisk of Undoing	A	U	\$7.00
Onulet	A	U	\$3.00
Power Artifact	Bl	U	\$4.00
Powerfleece	G	U	\$3.00
Primal Clay	A	U	\$3.00
Rack, The	A	U	\$3.00
Rocket Launcher	A	U	\$6.00
Shapeshifter	A	U	\$5.00
Shatterstorm	R	U	\$5.00
Strip Mine, <i>horizontal stripes</i>	L	U	\$18.00
Strip Mine, <i>horizontal stripes</i>	L	U	\$7.00
Strip Mine, <i>no location</i>	L	C	\$1.00
Strip Mine, <i>small tower in corner</i>	L	U	\$18.00
Su-Chi	A	U	\$8.00
Tawnos's Coffin	A	U	\$22.00
Tawnos's Wand	A	U	\$3.00
Tawnos's Weaponry	A	U	\$7.00
Tetravus	A	U	\$3.00
Titania's Song	G	U	\$4.00
Transmute Artifact	Bl	U	\$2.00
Triskelion	A	U	\$5.00
Urza's Avenger	A	U	\$6.00
Urza's Miter	A	U	\$6.00
Wall of Spears	A	U	\$2.00
Weakstone	A	U	\$3.00
Xenic Poltergeist	Bk	U	\$3.00
Yagmoth Demon	Bk	U	\$6.00

LEGENDS CARD LIST

Booster Pack \$27.95
Booster Box \$999.00
Complete Set \$929.00
Italian Legends Pack \$10.95
Italian Box \$349.95
Commons not listed \$1.00 ea

Card Title	Color	Rarity	Price
Abomination	Bk	U	\$3.00
Abyss, The	Bk	R	\$59.00
Acid Rain	Bl	R	\$14.00
Adam Outkashield	M	R	\$14.00
Adventurers' Guildhouse	L	U	\$3.00
Akron Legionnaire	W	R	\$9.00
Al-abara's Carpet	A	R	\$9.00
Alchor's Tomb	A	R	\$9.00
All Hallow's Eve	Bk	R	\$44.00
Angelic Voices	W	R	\$9.00
Angus Mackenzie	M	R	\$15.00
Anti-Magic Aura	Bl	C	\$2.00
Arboria	G	U	\$5.00
Arcades Saboth	M	R	\$16.00
Arena of the Ancients	A	R	\$6.00
Avoid Fate	G	C	\$2.00
Axeldor Gunnarson	M	R	\$9.00
Ayesha Tanaka	M	R	\$7.00
Azure Drake	Bl	U	\$3.00
Backdraft	R	U	\$3.00
Backfire	Bl	U	\$3.00
Barktooth Warbeard	M	U	\$4.00
Bartel Runeaxe	M	R	\$14.00
Beasts of Bogardan	R	U	\$3.00
Black Mana Battery	A	U	\$4.00
Blight	Bk	U	\$3.00
Blood Lust	R	U	\$6.00
Blue Mana Battery	A	U	\$4.00
Boris Devilboon	M	R	\$14.00
Brine Hag	Bl	U	\$4.00
Bronze Horse	A	R	\$6.00
Carrian Ants	Bk	R	\$10.00
Cathedral of Serra	L	U	\$4.00
Caverns of Despair	R	R	\$9.00
Chain Lightning	R	C	\$4.00
Chains of Mephistopheles	Bk	R	\$27.00
Chronium	M	R	\$14.00
Cleanse	W	R	\$17.00
Cocoon	G	U	\$3.00
Concordant Crossroads	G	R	\$11.00
Cosmic Horror	Bk	R	\$7.00
Crow Giant	G	U	\$7.00
Crevasse	R	C	\$2.00
Crimson Kobolds	R	C	\$2.00
Crimson Manticores	R	R	\$8.00
Crookshank Kobolds	R	C	\$2.00
Dakkon Blackblade	M	R	\$16.00
Darkness	Bk	C	\$2.00
Deadfall	G	U	\$2.00
Demonic Torment	Bk	U	\$3.00
Disharmony	R	R	\$7.00
Divine Intervention	W	R	\$12.00
Divine Transformation	W	R	\$11.00
Dream Coat	Bl	U	\$4.00
Dwarven Song	R	U	\$3.00
Elder Land Worm	W	R	\$8.00

LEGENDS CARD LIST (cont.)

Card Title	Color	Rarity	Price
Elder Spawn	Bl	R	\$8.00
Elven Riders	G	R	\$9.00
Equinox	W	C	\$3.00
Eternal Warrior	R	U	\$3.00
Eureka	G	R	\$34.00
Evil Eye of Orms-By-Gore	Bk	U	\$4.00
Fallen Angel	Bk	U	\$4.00
Falling Star	R	R	\$11.00
Field of Dreams	Bl	R	\$14.00
Firestorm Phoenix	R	R	\$29.00
Floral Spuzzem	G	U	\$3.00
Forethought Amulet	A	R	\$11.00
Fortified Area	W	U	\$3.00
Frost Giant	W	U	\$3.00
Gabriel Angelfire	M	R	\$9.00
Gauntlets of Chaos	A	R	\$8.00
Gosta Dirk	M	R	\$11.00
Gravity Sphere	R	R	\$19.00
Great Defender	W	U	\$3.00
Great Wall	W	U	\$3.00
Greater Realm of Preservation	W	U	\$8.00
Greed	Bk	R	\$9.00
Green Mana Battery	A	U	\$4.00
Gwendlyn Di Corci	M	R	\$19.00
Halidane	M	R	\$12.00
Hammerheim	M	U	\$5.00
Hazezon Tamar	M	R	\$14.00
Heaven's Gate	W	U	\$5.00
Hell's Caretaker	Bk	R	\$14.00
Hellfire	Bk	R	\$19.00
Horn of Deafening	A	R	\$4.00
Horror of Horrors	Bk	U	\$4.00
Hunding Gjormsen	M	U	\$4.00
Hyperion Blacksmith	R	U	\$3.00
Ichneumon Druid	G	U	\$3.00
Imprison	Bk	R	\$9.00
In the Eye of Chaos	Bl	R	\$9.00
Infernal Medusa	Bk	U	\$6.00
Infinite Authority	W	R	\$13.00
Invoice Prejudice	Bl	R	\$16.00
Ivory Guardians	W	U	\$3.00
Jacques le Vert	M	R	\$11.00
Jasmine Boreal	M	U	\$4.00
Jedit Ojanen	M	U	\$4.00
Jerrard of the Closed Fist	M	U	\$4.00
Johan	M	R	\$9.00
Jovial Evil	Bk	R	\$14.00
Juxtapose	R	R	\$6.00
Karakas	L	U	\$5.00
Kasimir the Lone Wolf	M	U	\$4.00
Kek Takahashi	M	R	\$8.00
Killer Bees	G	R	\$10.00
Kismet	W	U	\$3.00
Knowledge Vault	A	R	\$11.00
Kobold Drill Sergeant	R	U	\$7.00
Kobold Overlord	R	R	\$17.00
Kobold Taskmaster	R	U	\$7.00
Kobolds of Kher Keep	R	C	\$2.00
Kry Shield	A	U	\$3.00
Lady Caleria	M	R	\$11.00
Lady Evangela	M	U	\$4.00
Lady of the Mountain, The	M	U	\$4.00
Lady Irea	M	R	\$15.00
Land Equilibrium	W	U	\$12.00
Land Tax	R	R	\$11.00
Land's Edge	R	U	\$6.00
Lesser Werewolf	Bk	U	\$4.00
Life Chisel	A	U	\$9.00
Life Matrix	A	R	\$9.00
Lifeflood	W	R	\$16.00
Living Plane	G	R	\$18.00
Livonya Silone	M	U	\$4.00
Lord Magnus	M	U	\$9.00
Mana Drain	Bl	U	\$9.00
Mana Matrix	A	U	\$9.00
Marble Priest	A	U	\$3.00
Marhaunt Elsdragon	M	U	\$3.00
Master of the Hunt	G	R	\$22.00
Mirror Universe	A	R	\$9.00
Moat	W	R	\$64.00
Mold Demon	Bk	R	\$9.00
Mountain Stronghold	L	U	\$3.00
Mountain Yeti	R	U	\$8.00
Nebuchadnezzar	M	R	\$47.00
Nether Void	Bk	M	\$17.00
Nicol Bolas	M	A	\$14.00
North Star	A	R	\$17.00
Nova Pentacle	A	R	\$17.00
Palladia-Mors	M	R	\$14.00
Part Water	Bl	U	\$3.00
Pavel Maliki	M	U	\$3.00
Pendelhaven	N	U	\$6.00
Petra Sphinx	W	R	\$8.00
Pixie Queen	G	R	\$16.00
Planar Gate	A	R	\$3.00
Pradesh Gypsies	G	U	\$5.00
Presence of the Master	R	U	\$3.00
Primordial Ooze	M	U	\$4.00
Princess Lucrezia	M	R	\$8.00
Psionic Entity	Bl	R	\$3.00
Puppet Master	Bl	U	\$3.00
Quagmire	Bk	U	\$3.00
Quarum Trench Gnomes	R	R	\$9.00
Rabid Wombat	G	U	\$3.00
Radjan Spirit	G	U	\$12.00
Ragnar	M	U	\$3.00
Ramirez DePietro	M	R	\$75.00
Ratnes Overlord	M	R	\$8.00
Rapid Fire	W	R	\$13.00
Resplint Dreamweaver	M	U	\$4.00
raja Berserker	R	U	\$7.00
Rebirth	G	R	\$9.00
Recall	Bl	R	\$9.00

LEGENDS CARD LIST (cont.)

Card Title	Color	Rarity	Price
Red Mana Battery	A	U	\$4.00
Reincarnation	G	U	\$3.00
Relic Barrier	BI	U	\$4.00
Relic Bird	W	C	\$2.00
Remove Enchantments	BI	U	\$4.00
Rise	G	R	\$5.00
Revelation	BI	R	\$12.00
Rhyming Avengers	W	U	\$4.00
Ring of Immortals	A	R	\$14.00
River Turnhill	M	U	\$4.00
Rite of the Kher Keep	M	R	\$13.00
Rubens Soulsinger	M	R	\$12.00
Sea King's Blessing	L	U	\$3.00
Seafarer's Quay	N	U	\$3.00
Seeker	W	U	\$3.00
Sevician Leviathan	BI	U	\$3.00
Sentinel	A	R	\$7.00
Serpent Generator	A	R	\$9.00
Shield Wall	W	U	\$2.00
Shinon Night Stalker	BK	U	\$3.00
Silhouette	BI	U	\$3.00
Sir Shandor of Eberyn	M	U	\$3.00
Spirit Scavenger	M	U	\$2.00
Spirit of the Swamp King	M	R	\$15.00
Spectral Cloak	BI	U	\$7.00
Spirit Villain	R	R	\$13.00
Spirit Link	W	U	\$6.00
Spiritual Sanctuary	W	R	\$9.00
Suzanne	M	R	\$10.00
Storm Seeker	G	U	\$5.00
Sturm World	R	R	\$12.00
Summon Falconer	M	U	\$3.00
Sword of the Ages	A	R	\$27.00
Sylvan Library	A	U	\$7.00
Sylvan Paradise	G	U	\$3.00
Sylvan Soul	BK	C	\$2.00
Talented at Pendrell Vale, the	L	R	\$32.00
Tacklemaggot	BK	U	\$3.00
Telekinesis	BI	R	\$8.00
Teleport	BI	R	\$8.00
Tempest Fitret	R	R	\$7.00
Tetsoo Umezawa	M	R	\$17.00
Thunder Spirit	W	R	\$36.00
Time Elemental	BI	U	\$12.00
Tobias Andron	M	U	\$3.00
Toliana	L	U	\$5.00
The Wanderer	M	U	\$3.00
Thorn of Urus	M	U	\$3.00
Touch of Darkness	BK	U	\$3.00
Tragic Egg	A	R	\$6.00
Trickster Deathlock	M	R	\$12.00
Tryphon	G	R	\$9.00
Underfoot	BI	U	\$3.00
Underworld Dreams	BK	U	\$29.00
Unholy Citadel	L	U	\$3.00
Untamed Wilds	G	U	\$3.00
Un-Draco	M	R	\$12.00
Urborg	L	U	\$5.00
Vaecliv's Asmadi	M	R	\$13.00
Visions	W	U	\$2.00
Voodoo Doll	A	R	\$8.00
Wall of Dust	R	U	\$3.00
Wall of Light	W	U	\$3.00
Wall of Opposition	B	R	\$6.00
Wall of Purity	BI	U	\$3.00
Wall of Tombstones	BK	U	\$3.00
Wall of Wonder	BI	U	\$3.00
Whispering Dervish	G	U	\$6.00
White Mana Battery	A	U	\$4.00
Willow Sayer	G	R	\$14.00
Winds of Change	R	U	\$4.00
Winter Blast	G	R	\$11.00
Wood Elemental	G	R	\$9.00
Wretched, The	BK	R	\$18.00
Xtra Arsen	M	R	\$9.00

THE DARK CARD LIST (cont.)

Card Title	Color	Rarity	Price
Exorcist	W	U	\$5.00
Fallen, The	BK	U	\$2.00
Fasting	W	U	\$2.00
Fellow's Stone	A	U	\$3.00
Fire and Brimstone	W	U	\$2.00
Fire Drake	R	U	\$2.00
Flood	G	U	\$3.00
Fountain of Youth	A	U	\$2.00
Frankenstein's Monster	BK	U	\$10.00
Goblin Wizard	R	U	\$7.00
Grave Robbers	BK	U	\$5.00
Hidden Path	G	U	\$8.00
Inferno	R	U	\$4.00
Knights of Thorn	W	U	\$6.00
Leviathan	BI	U	\$1.00
Living Armor	A	U	\$2.00
Lurker	G	U	\$5.00
Mana Clash	R	U	\$5.00
Mana Vortex	BI	U	\$5.00
Martyr's Cry	W	U	\$5.00
Maze of Ith	L	C	\$13.00
Merfolk Assassin	BI	U	\$5.00
Mind Bomb	BI	U	\$4.00
Nameless Race	BK	U	\$6.00
Neopolis	A	U	\$2.00
Niell Silvain	G	U	\$6.00
Ore General	R	U	\$3.00
People of the Woods	G	U	\$5.00
Preacher	W	U	\$10.00
Psychic Allergy	BI	U	\$5.00
Rag Man	BK	U	\$4.00
Reflecting Mirror	A	U	\$2.00
Runesword	A	U	\$2.00
Safe Haven	L	U	\$4.00
Scarecrow	A	U	\$2.00
Scarwood Bandits	G	U	\$6.00
Scarwood Hag	G	U	\$2.00
Season of the Witch	BK	U	\$6.00
Sisters of the Flame	R	U	\$2.00
Skull of Orm	A	U	\$6.00
Sorrow's Path	L	U	\$5.00
Spitting Slug	G	U	\$2.00
Standing Stones	A	U	\$2.00
Stone Calendar	A	U	\$10.00
Tangle Kelp	BI	U	\$2.00
Tivadar's Crusade	W	U	\$2.00
Tomod's Crypt	A	U	\$2.00
Tracker of Coltrall	A	U	\$2.00
Trick	G	U	\$8.00
Uncle Istvan	BK	U	\$2.00
Wand of Ith	A	U	\$3.00
War Barge	A	U	\$5.00
Whippoorwill	G	U	\$3.00
Witch Hunter	W	U	\$3.00
Worms of the Earth	BK	U	\$5.00
Wormwood Treefolk	G	U	\$5.00

FALLEN EMPIRES CARD LIST

Booster Pack	\$1.25
Booster Box	\$59.95
Complete Set	\$59.95
Commons Not Listed	\$5.00 ea

Card Title	Color	Rarity	Price
Acropolis	A	U	\$2.00
Balm of Restoration	A	U	\$2.00
Bottomless Vault	L	U	\$5.00
Breeding Pit	BK	U	\$3.00
Conch Horn	A	U	\$2.00
Deep Spawn	BI	U	\$3.00
Delir's Cube	BI	U	\$1.00
Derelict	BK	U	\$2.00
Draconian Army	A	U	\$2.00
Dwarven Armorer	R	U	\$2.00
Dwarven Cataapult	R	U	\$1.00
Dwarven Hold	L	U	\$5.00
Dwarven Lieutenant	R	U	\$1.00
Dwarven Ruins	L	U	\$2.00
Ebon Praetor	BK	U	\$3.00
Ebon Stronghold	L	U	\$2.00
Elven Lyre	A	U	\$2.00
Elvish Farmer	G	U	\$1.00
Farrel's Mantle	W	U	\$3.00
Farrelite Priest	G	U	\$3.00
Feral Thallid	G	U	\$4.00
Fungal Bloom	R	U	\$3.00
Goblin Flotilla	R	C	\$2.00
Goblin Grenade	R	U	\$2.00
Goblin Kites	R	U	\$3.00
Goblin Warrens	R	U	\$5.00
Hand of Justice	W	U	\$5.00
Havenwood Battleground	L	U	\$2.00
Heroism	W	U	\$3.00
Hollow Trees	N	U	\$5.00
Homarid Shaman	BI	U	\$1.00
Homarid Spawning Bed	BI	U	\$1.00
Hymn to Tournach	BK	C	\$1.00
Icatian Lieutenant	W	U	\$3.00
Icatian Phalanx	W	U	\$3.00
Icatian Priest	W	U	\$3.00
Icatian Skirmishes	L	U	\$5.00
Icatian Store	W	U	\$3.00
Icatian Town	A	U	\$2.00
Implements of Sacrifice	A	U	\$3.00
Orchid Captain	R	U	\$3.00
Order of Leithur	W	C	\$2.00
Order of the Ebon Hand	BK	C	\$2.00

FALLEN EMPIRE CARD LIST (cont.)

Card Title	Color	Rarity	Price
Orgg	R	U	\$3.00
Raiding Party	R	U	\$3.00
Rainbow Vale	L	U	\$4.00
Ring of Renewal	A	U	\$2.00
River Marfolk	BI	U	\$3.00
Ruins of Trokair	L	U	\$2.00
Sand Silos	L	U	\$5.00
Seasinger	BI	U	\$3.00
Soul Exchange	BK	U	\$3.00
Spirit Shield	A	U	\$3.00
Spoer Flower	G	U	\$3.00
Syvelunite Priest	BI	U	\$3.00
Syvelunite Temple	L	U	\$2.00
Thallid Devourer	G	U	\$3.00
Thelon's Chant	G	U	\$3.00
Thelon's Curse	G	U	\$3.00
Thelonite Druid	G	U	\$3.00
Thelonite Monk	G	U	\$3.00
Thrull Champion	BK	U	\$4.00
Thrull Retainer	BK	U	\$3.00
Thrull Wizard	BK	U	\$3.00
Tidal Influence	BI	U	\$3.00
Tournach's Chant	BK	U	\$3.00
Tournach's Gate	BK	U	\$3.00
Vodalian Knights	BI	U	\$3.00
Vodalian War Machine	BI	U	\$3.00
Zelyon Sword	A	U	\$2.00

CHRONICLES CARD LIST

Booster Pack	\$3.25
Booster Box	\$109.95
Complete Set	\$89.95
Commons not listed	\$5.00 ea

Card Title	Color	Rarity	Price
Abu Ja'fur	W	U	\$3.00
Akron Legionnaire	R	U	\$2.00
Aladdin	W	U	\$3.00
Angelic Voices	W	U	\$5.00
Arcades Saboth	M	U	\$5.00
Arena of the Ancients	A	U	\$2.00
Axelrod Gimmerson	M	U	\$3.00
Ayesha Tanaka	M	U	\$3.00
Azure Drake	BI	U	\$3.00
Banshee	BK	U	\$3.00
Bar's Cage	A	U	\$1.00
Beasts of Bogardian	R	U	\$3.00
Blood Moon	R	U	\$4.00
Blood of the Martyr	W	U	\$3.00
Book of Rass	A	U	\$1.00
Bronze Horse	A	U	\$1.00
Chromium	M	U	\$5.00
City of Brass	L	U	\$9.00
Cocoon	G	U	\$3.00
Concordant Crossroads	G	U	\$3.00
Crow Giant	G	U	\$3.00
Cyclone	G	U	\$2.00
Dakoon Blackblade	M	U	\$4.00
Dance of Many	BI	U	\$2.00
Enchantment Alteration	BI	U	\$3.00
Ethnan Djinn	G	U	\$3.00
Fallen Angel	BK	U	\$3.00
Fallen, The	BK	U	\$3.00
Feidon's Cane	A	U	\$3.00
Fire Drake	R	U	\$3.00
Gabriel Angelfire	M	U	\$2.00
Gauntlets of Chaos	A	U	\$3.00
Goblin Artisan	R	U	\$3.00
Hell's Caretaker	BK	U	\$7.00
Horn of Deafening	A	U	\$2.00
Ivory Guardians	W	U	\$3.00
Jalun Tome	A	U	\$3.00
Jeweled Bird	A	U	\$1.00
Johan	M	U	\$3.00
Juxtapose	BI	U	\$3.00
Kei Takahashi	M	U	\$1.00
Land's Edge	R	U	\$3.00
Marbault Elsdragon	M	U	\$1.00
Nebuchadnezzar	M	U	\$4.00
Nicol Bolas	A	U	\$5.00
Obelisk of Undoing	A	U	\$5.00
Palladia-Mors	W	U	\$2.00
Petra Sphinx	R	U	\$3.00
Pierced Mind Ooze	BI	U	\$3.00
Puppet Master	G	U	\$3.00
Rahid Wombat	A	U	\$1.00
Rakalite	BI	U	\$3.00
Recall	BI	U	\$3.00
Revelation	G	U	\$2.00
Rubina Soulsinger	M	U	\$3.00
Safe Haven	L	U	\$2.00
Sentinel	A	U	\$3.00
Serpent Generator	A	U	\$4.00
Shield Wall	W	U	\$3.00
Shinon Night Stalker	BK	U	\$3.00
Siviri Scavenger	M	U	\$1.00
Sol'kanar the Swamp King	M	U	\$4.00
Stang	M	U	\$3.00
Storm Seeker	G	U	\$2.00
Taklemagot	BK	U	\$3.00
Teleport	BI	U	\$3.00
Tobias Andron	M	C	\$1.00
Tor Wauki	M	C	\$1.00

CHRONICLES CARD LIST (cont.)

Card Title	Color	Rarity	Price
Triassic Egg	A	U	\$2.00
Urza's Mine	L	C	\$1.00
Urza's Power Plant	L	C	\$1.00
Urza's Tower	L	C	\$1.00
Vaecliv's Asmadi	M	U	\$5.00
Voodoo Doll	A	U	\$2.00
Wall of Opposition	R	U	\$3.00
Wall of Wonder	BI	U	\$3.00
Wretched, The	BK	U	\$4.00
Witch Hunter	W	U	\$3.00
Xira Arhen	M	U	\$3.00
Yawgmoth Demon	BK	U	\$3.00

PROMOTIONAL CARDS

Card Title	Color	Rarity	Price
Arena	L		\$4.00
Giant Badger	G		\$9.00
Mana Crypt	R		\$13.00
Nalahni Dragon	R		\$6.00
Sewers of Estark	BK		\$1.00
Windseeker Centaur	R		\$6.00

ICE AGE CARD LIST

Starter Deck	\$9.95
Starter Box	\$84.95
Booster Pack	\$2.95
Booster Box	\$59.95
Complete Set	\$139.00
Commons Not Listed	\$5.00 ea

Card Title	Color	Rarity	Price
Abyssal Specter	Bk	U	\$2.00
Adarkar Sentinel	A	U	\$1.00
Adarkar Wastes	L	R	\$7.00
Aegis of the Meek	A	R	\$2.00
Aggression	R	U	\$1.00
Altar of Bone	M	R	\$2.00
Amulet of Quoz	A	R	\$2.00
Anarchy	R	U	\$1.00
Arcum's Sleigh	A	U	\$1.00
Arcum's Weathervane	A	U	\$1.00
Arcum's Whistle	A	U	\$1.00
Ashen Ghoul	Bk	U	\$2.00
Avallanche	R	U	\$1.00
Baldurvan Conjurer	Bl	U	\$1.00
Baldurvan Hydra	R	R	\$3.00
Baton of Morale	A	U	\$1.00
Battle Cry	W	U	\$1.00
Brinding Grasp	Bl	U	\$1.00
Black Scarab	W	U	\$1.00
Blinking Spirit	W	R	\$6.00
Blizzard	G	R	\$3.00
Blue Scarab	W	U	\$1.00
Brand of Ill Omen	R	R	\$2.00
Breath of Dreams	Bl	U	\$1.00
Brushland	L	R	\$7.00
Call to Arms	W	R	\$2.00
Caribou Range	W	R	\$4.00
Celestial Sword	A	R	\$2.00
Centaur Archer	M	U	\$1.00
Chaos Lord	R	R	\$3.00
Chaos Moon	R	R	\$3.00
Chromatic Armor	M	R	\$3.00
Cold Snap	W	U	\$1.00
Conquer	R	U	\$1.00
Counterspell	B	C	\$2.00
Crown of the Ages	A	R	\$4.00
Curse of Marit Lage	R	R	\$3.00
Dance of the Dead	Bk	U	\$1.00
Deflection	Bl	R	\$6.00
Demonic Consultation	Bk	U	\$1.00
Despotic Scepter	A	R	\$3.00
Diabolic Vision	M	U	\$3.00
Dread Wight	Bk	R	\$3.00
Dreams of the Dead	Bl	U	\$1.00
Drift of the Dead	Bk	U	\$1.00
Drought	W	U	\$1.00
Dwarven Armory	R	R	\$2.00
Earthlink	M	R	\$2.00
Elder Druid	G	R	\$3.00
Elemental Augury	M	R	\$3.00
Elkin Bottle	A	R	\$3.00
Enduring Renewal	W	R	\$7.00
Energy Storm	W	R	\$3.00
Essence Vortex	M	U	\$1.00
Fanatical Fever	G	U	\$1.00
Fiery Justice	M	R	\$2.00
Fire Covenant	M	U	\$1.00
Flame Spirit	R	U	\$1.00
Flooded Woodlands	M	R	\$3.00
Flow of Maggots	Bk	R	\$2.00
Forbidden Lore	G	R	\$3.00
Force Void	Bl	U	\$1.00
Forgotten Lore	G	U	\$1.00
Formation	W	R	\$1.00
Freyalise Supplicant	G	U	\$1.00
Freyalise's Charm	G	U	\$1.00
Freyalise's Winds	G	R	\$2.00
Fumarole	M	U	\$1.00
Fyndthorn Bow	A	U	\$1.00
Fyndthorn Elder	G	U	\$1.00

ICE AGE CARD LIST (cont.)

Card Title	Color	Rarity	Price
Fyndhorn Pollen	G	R 1	\$2.00
Game of Chaos	R	R 1	\$2.00
General Jarkeld	W	R 1	\$3.00
Ghostly Flame	M	R 1	\$3.00
Giant Trap Door Spider	M	U 1	\$1.00
Glacial Chasm	L	U 1	\$1.00
Glacial Crestasses	R	R 1	\$2.00
Glacial Wall	Bl	U 1	\$1.00
Glaciers	M	R 1	\$2.00
Goblin Lyre	A	R 1	\$3.00
Goblin Mutant	R	U 1	\$1.00
Goblin Snowman	R	U 1	\$1.00
Grovebind	Bk	R 1	\$3.00
Green Scarab	W	U 1	\$1.00
Hallowed Ground	W	U 1	\$1.00
Halls of Mist	L	R 1	\$2.00
Hecatombe	Bk	R 1	\$3.00
Hematite Talisman	A	U 1	\$1.00
Hipporion	W	U 1	\$1.00
Hot Springs	G	U 1	\$1.00
Hydronterous Lemure	Bk	U 1	\$1.00
Hydroblast	Bl	C	\$2.00
Hymn of Rebirth	M	U 1	\$1.00
Ice Cauldron	A	R 1	\$1.00
Ice Floe	L	U 1	\$1.00
Iceberg	Bl	U 1	\$1.00
Incererate	R	C	\$1.50
Icequake	Bk	U 1	\$2.00
Icy Manipulator	A	U 1	\$7.00
Icy Prison	Bl	R 1	\$2.00
Illusionary Presence	Bl	U 1	\$1.00
Illusionary Terrain	Bl	U 1	\$1.00
Illusions of Grandeur	Bl	R 1	\$3.00
Infernal Darkness	Bk	R 1	\$2.00
Infernal Denizen	Bk	R 1	\$2.00
Infinite Hourglass	A	R 1	\$2.00
Jester's Cup	A	R 1	\$11.50
Jester's Mask	A	R 1	\$5.00
Jeweled Amulet	A	U 1	\$1.00
Johll Wurm	G	U 1	\$1.00
Jokulhaups	R	R 1	\$1.00
Justice	W	U 1	\$1.00
Karplusan Forest	L	R 1	\$7.00
Karplusan Giant	R	U 1	\$1.00
Karplusan Yeti	R	R 1	\$3.00
Kjeldoran Elite Guard	W	U 1	\$1.00
Kjeldoran Frostbeast	M	U 1	\$1.00
Kjeldoran Knight	W	R 1	\$2.00
Kjeldoran Phalanx	W	R 1	\$2.00
Kjeldoran Royal Guard	W	R 1	\$2.00
Kjeldoran Skycaptain	W	U 1	\$2.00
Knight of Stormgald	Bk	U 1	\$3.50
Krovikan Elementalist	Bk	U 1	\$1.00
Krovikan Vampire	Bk	U 1	\$2.00
Land Cap	L	R 1	\$3.00
Lapis Lazuli Talisman	A	U 1	\$1.00
Lava Tubes	L	R 1	\$3.00
Leshrac's Rite	Bk	U 1	\$1.00
Leshrac's Sigil	G	U 1	\$1.00
Lhurgyot	G	R 1	\$8.00
Lightning Blow	W	R 1	\$3.00
Lim-Doll's Hex	Bk	U 1	\$1.00
Lost Order of Jarkeld	G	U 1	\$1.00
Lute	G	U 1	\$1.00
Maddening Wind	G	U 1	\$1.00
Magus of the Unseen	Bl	R 1	\$2.00
Malachite Talisman	A	U 1	\$1.00
Marton Stromgald	R	R 1	\$4.00
Melee	R	U 1	\$1.00
Melting	R	U 1	\$1.00
Mercenaries	W	R 1	\$2.00
Merleke Ri Berit	M	R 1	\$2.00
Mesmeric Trance	Bl	R 1	\$2.00
Mind Warp	Bk	U 1	\$1.00
Mind Whip	Bk	R 1	\$2.00
Minion of Leshrac	Bk	R 1	\$4.00
Minion of Tevesh Szat	Bk	R 1	\$2.00
Mole Worms	Bk	U 1	\$1.00
Monsoon	M	R 1	\$3.00
Mountain Titan	M	R 1	\$2.00
Mudslide	R	R 1	\$2.00
Musicians	Bl	R 1	\$2.00
Mystic Might	Bl	R 1	\$3.00
Nature Talisman	A	U 1	\$1.00
Naked Singularity	A	U 1	\$1.00
Nature's Lore	G	U 1	\$1.00
Necropotence	Bk	R 1	\$6.00
Out of Lim-Doll	Bk	R 1	\$3.00
Onyx Talisman	A	U 1	\$1.00
Orchid Cannoneers	R	U 1	\$1.00
Orchid Healer	R	U 1	\$1.00
Orchid Librarian	R	U 1	\$1.00
Orchid Squatters	R	U 1	\$1.00
Order of the Sacred Torch	W	R 1	\$4.00
Order of the White Shield	W	U 1	\$2.00
Pale Bears	G	R 1	\$3.00
Pentagram of the Ages	A	R 1	\$4.00
Phantasmal Mount	Bl	U 1	\$2.00
Pit Trap	A	U 1	\$1.00
Polar Kraken	Bl	R 1	\$5.00
Pox	Bk	R 1	\$4.00
Pygmy Allosaurus	G	R 1	\$3.00
Pyroblast	R	C	\$2.00
Pyroclasm	R	U 1	\$2.00
Reality Twist	Bl	R 1	\$1.00
Reclamation	M	R 1	\$4.00
Red Scarab	W	U 1	\$1.00
Ritual of Subdual	G	R 1	\$2.00
River Delta	L	R 1	\$3.00
Ruined Arch	A	R 1	\$2.00
Sacred Boon	W	U 1	\$1.00
Sea Spirit	Bl	U 1	\$1.00
Seraph	W	R 1	\$6.00
Shield of the Ages	A	U 1	\$1.00
Shyft	Bl	R 1	\$3.00
Silken Spirit	Bl	R 1	\$4.00

ICE AGE CARD LIST (cont.)

Card Title	Color	Rarity	Price
Silver Ernie	Bl	U 1	\$1.00
Skeleton Ship	M	R 1	\$4.00
Skull Catapult	A	U 1	\$1.00
Sleight of Mind	Bl	U 1	\$2.00
Snow Fortress	A	R 1	\$3.00
Snow Hound	W	U 1	\$1.00
Snowblind	G	R 1	\$1.00
Soldier Golem	A	R 1	\$1.00
Soldier Machinist	Bl	U 1	\$1.00
Soldier Simulacrum	A	U 1	\$1.00
Soul Barrier	Bl	U 1	\$1.00
Spectral Shield	M	U 1	\$1.00
Spoils of Evil	Bk	R 1	\$2.00
Spoils of War	Bk	R 1	\$2.00
Staff of the Ages	A	R 1	\$3.00
Stampede	G	R 1	\$1.00
Stench of Evil	Bk	U 1	\$1.00
Stone Spirit	R	U 1	\$2.00
Storm Spirit	M	R 1	\$2.00
Strombind	M	R 1	\$5.00
Stromgald Cabal	Bk	R 1	\$4.00
Stunted Growth	G	R 1	\$4.00
Sulfurous Springs	L	R 1	\$7.00
Sunstone	A	U 1	\$1.00
Swords to Plowshares	W	U 1	\$2.00
Thermokast	G	U 1	\$2.00
Thoughtleech	G	U 1	\$1.00
Thunder Wall	Bl	U 1	\$1.00
Timberline Ridge	A	R 1	\$4.00
Time Bomb	R	R 1	\$3.00
Total War	R	R 1	\$3.00
Touch of Vitae	G	U 1	\$1.00
Troublazer	G	R 1	\$2.00
Underground River	L	R 1	\$7.00
Updraft	Bl	U 1	\$1.00
Urza's Bauble	A	U 1	\$1.00
Veldt	L	R 1	\$3.00
Venomous Breath	G	U 1	\$1.00
Vertigo	R	U 1	\$1.00
Vexing Arcann	A	R 1	\$5.00
Vibrating Sphere	A	R 1	\$3.00
Walking Wall	A	U 1	\$1.00
Wall of Lava	R	U 1	\$1.00
Wall of Pine Needles	G	U 1	\$1.00
Wall of Shields	A	U 1	\$1.00
War Chariot	A	U 1	\$1.00
Whalebone Gilder	A	U 1	\$1.00
White Scarab	W	U 1	\$1.00
Whiteout	G	R 1	\$4.00
Whitiigo	Bl	U 1	\$1.00
Wind Spirit	M	U 1	\$1.00
Wings of Aesthir	Bl	R 1	\$2.00
Winter's Chill	Bl	U 1	\$1.00
Withering Wisps	Bk	U 1	\$1.00
Word of Blasting	R	U 1	\$1.00
Wrath of Marit Lage	Bl	R 1	\$3.00
Yavimaya Gnats	G	U 1	\$1.00
Zar's Weirid	Bl	R 1	\$1.00
Zuran Orb	A	U 1	\$3.50

HOMELANDS CARD LIST

Booster Pack	\$125
Booster Box	\$59.95
Complete Set	\$69.00
Commons not listed	\$5.00 ea

Card Title	Color	Rarity	Price
Abbey Gargoyles	W	U 3	\$1.00
Aether Storm	Bl	U 3	\$1.00
An-Havva Constable	G	U 3	\$1.00
An-Havva Inn	G	U 3	\$1.00
An-Havva Township	L	U 3	\$1.00
An-Zerrin Ruins	R	U 1	\$2.00
Anaba Ancestor	R	U 1	\$2.00
Anaba Spirit Crafter	R	U 1	\$2.00
Apocalypse Chime	A	U 1	\$2.00
Autumn Willow	G	U 1	\$7.00
Ayssen Abbey	L	U 3	\$1.00
Ayssen Crusader	W	U 1	\$2.00
Ayssen Highway	W	U 1	\$2.00
Baki's Curse	Bl	U 1	\$2.00
Baron Sengir	W	U 1	\$5.00
Beast Walkers	R	U 1	\$2.00
Black Carriage	Bk	U 1	\$3.00
Broken Visage	Bk	U 1	\$4.00
Castle Sengir	Bl	U 1	\$2.00
Chain Snares	L	U 3	\$2.50
Daughter of Autumn	G	U 1	\$3.00
Death Speakers	W	U 3	\$1.00
Digeridoo	A	U 1	\$1.50
Drudge Spell	Bk	U 3	\$1.00
Dwarven Pony	R	U 1	\$2.00
Dwarven Sea Clan	R	U 1	\$2.00
Eron the Relentless	R	U 3	\$2.00
Evaporate	R	U 3	\$1.00
Faerie Noble	A	U 1	\$4.00
Ferret's Ban	A	U 1	\$2.00
Forget	Bl	U 1	\$2.00
Ghost Hounds	Bk	U 3	\$1.00
Giant Oyster	Bl	U 3	\$1.00
Grandmother Sengir	Bk	U 1	\$7.00
Hazduhr the Abbot	W	U 1	\$2.00
Heart Wolf	R	U 1	\$3.00
Ihsan's Shade	Bk	U 3	\$2.50
Iriti Sengir	Bk	U 3	\$1.00
Ironclaw Curse	R	U 1	\$2.00
Joven's Tools	A	U 3	\$1.00
Koskun Falls	Bk	U 1	\$2.00
Koskun Keep	L	U 3	\$1.00
Leeches	W	U 1	\$2.00
Mammoth Harness	G	U 1	\$3.00
Marjhan	Bl	U 1	\$3.00

HOMELANDS CARD LIST (cont.)

Card Title	Color	Rarity	Price
Mystic Decree	Bl	U 1	\$3.00
Narwhal	Bl	U 1	\$3.00
Orchid Mine	R	U 1	\$5.00
Primal Order	G	U 3	\$1.00
Rashika the Slayer	R	U 3	\$1.00
Rebirth	Bl	U 1	\$3.00
Reveka, Wizard Savant	Bl	U 1	\$3.00
Root Spider	G	U 3	\$1.00
Roots	G	U 3	\$1.00
Rysorian Badger	G	U 1	\$3.00
Sea Sprite	Bl	U 3	\$1.00
Sea Troll	Bl	U 3	\$1.00
Sengir Autocrat	Bk	U 1	\$5.00
Serra Aviary	W	U 1	\$3.00
Serra Inquisitors	A	C	\$2.00
Serrated Arrows	W	U 1	\$3.00
Soraya the Falconer	G	U 3	\$2.50
Spectral Bears	G	U 1	\$2.00
Timmerian Fiends	Bk	U 1	\$2.00
Truce	W	U 1	\$2.00
Veldrane of Sengir	Bk	U 1	\$4.00
Wall of Kelp	Bl	U 1	\$2.00
Willow Priestess	G	U 1	\$3.00
Winter Sky	R	U 1	\$2.00
Wizards' School	L	U 3	\$1.00

ALLIANCES CARD LIST

Booster Pack	\$3.50
Booster Box	\$149.95
Complete Set	\$99.95
Commons Not Listed	\$5.00 ea

Card Title	Color	Rarity	Price
Arcane Denial	Bl	C 1	\$1.50
Ashnod's Cxlix	A	R 2	\$3.00
Baldurvan Dead	Bk	U 2	\$1.00
Baldurvan Horde	R	R 2	\$10.00
Baldurvan Trading Post	L	R 2	\$5.00
Bounty of the Hunt	G	U 2	\$1.00
Browse	Bl	U 2	\$2.00
Burnout	R	U 2	\$1.00
Chaos Harlequin	R	R 2	\$2.00
Contagion	Bk	U 2	\$1.50
Deadly Insect	G	U 2	\$1.50
Death Spark	R	U 2	\$1.00
Diminishing Returns	Bl	R 2	\$4.00
Diseased Vermin	Bk	U 2	\$1.00
Dystopia	Bk	R 2	\$4.00
Elvish Bard	G	U 2	\$1.00
Elvish Spirit Guide	G	U 2	\$1.50
Energy Arc	M	U 2	\$1.00
Exile	W	R 2	\$5.50
False Demise	Bl	U 3	\$1.00
Fatal Lore	Bk	R 2	\$3.00
Feast or Famine	Bk	U 3	\$1.00
Floodwater Dam	A	R 2	\$2.50
Force of Will	Bl	U 2	\$3.00
Gargantuan Gorilla	G	R 2	\$3.50
Gorilla Shaman	R	U 3	\$1.00
Gustha's Scepter	A	R 2	\$1.00
Hail Storm	G	U 2	\$1.50
Heart of Yavimaya	L	R 2	\$5.50
Helm of Obedience	A	R 2	\$6.00
Inheritance	W	U 2	\$1.00
Ivory Gargoyle	W	R 2	\$6.00
Juniper Order Advocate	W	U 2	\$1.00
Kaysa	G	R 2	\$7.00
Keeper of Tresserhorn	Bk	R 2	\$5.00
Kjeldoran Home Guard	W	U 2	\$1.50
Kjeldoran Outpost	L	R 2	\$12.00
Krovikan Horror	Bk	R 2	\$3.00
Krovikan Plague	Bk	U 2	\$1.00
Lake of the Dead	L	R 2	\$10.00
Library of Lat-Nam	Bl	R 2	\$3.50
Lim-Doll's Paladin	M	U 2	\$2.00
Lim-Doll's Vault	A	U 2	\$1.50
Lodestone Bauble	A	R 2	\$6.00
Lord of Tresserhorn	M	R 2	\$5.00
Misfortune	M	R 2	\$4.00
Mishra's Groundbreaker	A	U 2	\$1.00
Misinformation	Bk	U 2	\$2.00
Mystic Compass	A	U 2	\$1.00
Nature's Blessing	M	U 2	\$1.00
Nature's Chosen	G	U 2	\$1.00
Nature's Wrath	G	R 2	\$4.00
Omen of Fire	R	R 2	\$3.00
Phantasmal Sphere	Bl	R 2	\$3.00
Phelddagrif	M	R 2	\$4.00
Phyrexian Devourer	A	R 2	\$3.00
Phyrexian Portal	A	R 2	\$3.00
Pillage	R	U 2	\$4.50
Primitive Justice	R	U 2	\$1.50
Pyrokinesis	W	U 2	\$1.50
Reprisal	R	U 3	\$1.00
Ritual of the Machine	Bk	R 2	\$4.00
Rogue Skycaptain	R	R 2	\$5.00
Royal Decree	W	R 2	\$3.00
Scarb of the Unseen	A	U 2	\$1.00
Scars of the Veteran	W	U 2	\$1.50
School of the Unseen	L	U 2	\$1.50
Seasoned Tactician	W	U 2	\$1.50
Sheltered Valley	L	R 2	\$3.00
Shield Sphere	A	U 2	\$1.00
Sol Grail	A	R 2	\$2.00
Soldier Digger	A	R 2	\$5.00
Soldier Excavations	L	R 2	\$3.00
Soldier of Fortune	R	U 2	\$1.00
Spy Starfish	Bl	U 2	\$1.50
Splintering Wind	G	R 2	\$3.00
Storm Cauldron	A	R 2	\$5.00
Storm Elemental	Bl	U 2	\$1.50
Stormwind Spy	Bk	U 2	\$1.00

MIRAGE CARD LIST (cont.)

Card Title	Color	Rarity	Price
Goblin Soothsayer	R	U	\$1.00
Grasslands	L	U	\$1.00
Grin Feast	M	R	\$3.00
Grinning Totem	A	R	\$7.00
Hakim, Loreweaver	Bl	R	\$3.00
Hall of Gemstone	G	R	\$5.00
Hannover of Bogardan	R	R	\$12.00
Harbinger of Night	Bk	R	\$3.00
Harbor Guardian	M	U	\$2.00
Harmattan Elfreet	Bl	U	\$1.00
Hunting Apparition	M	U	\$1.00
Huacabra Drake	M	U	\$1.00
Hivis of the Scale	R	R	\$4.00
Horrible Hordes	A	U	\$1.00
Igacoon Golem	R	R	\$5.00
Illust Auction	W	U	\$1.00
Illumination	R	R	\$5.00
Infernal Contract	Bk	R	\$5.00
Iron Task Elephant	W	U	\$1.00
Jahari's Influence	W	R	\$3.00
Johari's Centaur	G	C	\$2.00
Jungle Patrol	G	R	\$5.00
Jungle Troll	M	U	\$1.00
Kaervek's Hex	Bk	U	\$1.00
Kaervek's Purge	M	U	\$1.00
Karoo Meerkat	G	U	\$1.00
Kikensia Pirates	Bl	R	\$2.00
Lead Golem	A	U	\$1.00
Leering Gargoyle	M	R	\$3.00
Lion's Eye Diamond	A	R	\$4.00
Locust Sworn	G	U	\$1.00
Lure of Prey	G	R	\$3.00
Malignant Growth	M	R	\$3.00
Manu Prison	A	U	\$1.00
Mangara's Blessing	W	U	\$1.00
Mangara's Equity	W	U	\$1.00
Mangara's Tome	A	R	\$4.00
Marble Diamond	A	U	\$2.00
Maro	G	R	\$6.00
Meddle	Bl	U	\$2.00
Melesse Spirit	W	U	\$2.00
Mind Bend	Bl	U	\$1.00
Mind Harness	Bl	U	\$1.00
Mindbender Spores	G	R	\$3.00
Mire Shade	Bk	U	\$1.00
Misery's Cage	A	R	\$4.00
Mist Dragon	Bl	R	\$7.00
Moss Diamond	A	U	\$2.00
Mountain Valley	L	U	\$2.00
Mystic Griffin	W	U	\$2.00
Mystical Tutor	Bl	U	\$3.00
Natural Balance	G	R	\$7.00
Nettletooth Djinn	G	U	\$2.00
Nocturnal Raid	Bk	U	\$1.00
Nuli Chamber	W	R	\$4.00
Painful Memories	Bk	U	\$1.00
Patula Golem	A	U	\$1.00
Pumpkin's Cage	A	R	\$2.00
Pearl Dragon	W	R	\$8.00
Physician Dreadnought	A	R	\$9.00
Physician Parge	M	R	\$3.00
Physician Tribute	Bk	R	\$2.00
Physician Vault	A	U	\$1.00
Pinch Trickery	Bl	R	\$6.00
Polymorph	Bl	R	\$3.00
Preferred Selection	G	R	\$3.00
Prismatic Boon	M	U	\$1.00
Prismatic Lace	Bl	R	\$2.00
Psychic Transfer	Bl	R	\$2.00
Purgatory	M	R	\$2.00
Parry of Urborg	Bk	R	\$4.00
Radiant Essence	M	U	\$1.00
Ravindra Scales	W	R	\$3.00
Ravenous Vampire	Bk	U	\$1.00
Reckless Embellishment	R	R	\$4.00
Reflect Damage	M	R	\$3.00
Reign of Chaos	R	U	\$1.00
Reign of Terror	Bk	U	\$1.00
Reparations	M	R	\$4.00
Rook Basilisk	M	R	\$3.00
Rocky Tar Pit	L	U	\$2.00
Roots of Life	G	U	\$2.00
Sacred Mesa	W	R	\$8.00
Savage Twister	A	U	\$1.00
Seaback Manticores	M	R	\$3.00
Sealed Fate	M	U	\$1.00
Seeds of Innocence	G	R	\$4.00
Shadowbane	W	U	\$1.00
Shallow Grave	Bk	R	\$6.00
Shanku's Mithril	M	U	\$1.00
Shanku, Enfringer	Bk	R	\$5.00
Shimmer	Bl	R	\$7.00
Solar Jahari	W	R	\$3.00
Sorocco	R	U	\$1.00
Sky Diamond	A	U	\$2.00
Soul Echo	W	R	\$3.00
Soul Remd	Bk	U	\$1.00
Spatial Binding	M	U	\$1.00
Spectral Guardian	W	R	\$2.00
Spirit of the Night	Bk	R	\$10.00

MIRAGE CARD LIST (cont.)

Card Title	Color	Rarity	Price
Stupor	Bk	U	\$4.00
Subterranean Spirit	R	R	\$2.00
Sunweb	W	R	\$6.00
Superior Numbers	G	U	\$1.00
Suq'Ata Firewalker	Bl	U	\$2.00
Tainted Specter	Bk	R	\$4.00
Taniwha	Bl	R	\$4.00
Teeka's Dragon	A	R	\$9.00
Teferi's Imp	Bl	R	\$4.00
Teferi's Isle	L	R	\$4.00
Telim'Tor	R	R	\$2.00
Telim'Tor's Darts	A	U	\$1.00
Telim'Tor's Edict	R	R	\$2.00
Tidal Wave	Bl	U	\$1.00
Tombstone Stairwell	Bk	R	\$5.00
Torrent of Lava	R	R	\$3.00
Tropical Storm	G	U	\$1.00
Uktabi Wildcats	G	R	\$6.00
Unerring Sling	A	U	\$1.00
Unfulfilled Desires	M	R	\$6.00
Unseen Walker	G	U	\$1.00
Unyaro Bee Sting	G	U	\$2.00
Unyaro Griffin	W	U	\$2.00
Vaporous Djinn	Bl	U	\$1.00
Ventifact Bottle	A	U	\$1.00
Vigilant Martyr	W	U	\$1.00
Vitalizing Cascade	M	U	\$1.00
Volcanic Dragon	R	R	\$9.00
Volcanic Geyser	R	U	\$2.00
Waiting in the Woods	G	R	\$4.00
Warping Wurm	M	R	\$3.00
Wave Elemental	Bl	U	\$1.00
Wellspring	M	R	\$1.00
Wildfire Emissary	R	U	\$3.00
Windeeper Falcon	M	U	\$1.00
Withering Boon	Bk	U	\$2.00
Witchy Tutor	G	U	\$3.00
Yare	W	R	\$3.00
Zebra Unicorn	M	U	\$1.00
Zhalfirin Commander	W	U	\$1.00
Zhalfirin of the Claw	R	R	\$7.00
Zombie Mob	Bk	U	\$1.00
Zuberi, Golden Feather	W	R	\$5.00

VISIONS CARD LIST

Booster Pack	\$2.95
Booster Box	\$94.95
Complete Set	\$129.00
Commons Not Listed	\$5.00 ea

Card Title	Color	Rarity	Price
Aku Djinn	Bk	R	\$2.00
Anvil of Bogardan	A	R	\$5.00
Archangel	W	R	\$8.00
Army Ants	M	U	\$2.00
Blanket of Night	Bk	U	\$1.00
Bogardan Phoenix	R	R	\$5.00
Brass-Talon Chimera	A	U	\$1.00
Breathstealer's Crypt	M	R	\$3.00
Brood of Cockroaches	Bk	U	\$1.00
Chronatog	Bl	R	\$3.50
City of Solitude	G	R	\$8.00
Coral Atoll	L	U	\$1.00
Corrosion	M	R	\$3.00
Creeping Mold	G	U	\$1.00
Daraja Griffin	Bl	R	\$4.00
Desolation	Bk	U	\$1.00
Diamond Kaleidoscope	A	R	\$2.00
Dormant Volcano	L	U	\$1.00
Dragon Mask	A	U	\$1.00
Dream Tides	Bl	U	\$1.00
Elephant Grass	G	U	\$1.00
Elkin Lair	R	R	\$4.00
Equipoise	W	R	\$5.00
Everglades	L	U	\$1.00
Eye of Singularity	W	R	\$3.00
Femeref Enchantress	M	R	\$3.00
Firestorm Hellkite	M	R	\$7.00
Flooded Shoreline	Bl	R	\$3.00
Forbidden Ritual	Bk	R	\$4.00
Foreshadow	Bl	U	\$1.00
Goblin Recruiter	R	U	\$2.00
Griffin Canyon	L	R	\$3.00
Guiding Spirit	A	U	\$1.00
Heat Wave	R	U	\$1.00
Helm of Awakening	W	U	\$2.00
Honorable Passage	R	U	\$1.50
Hulking Cyclops	R	U	\$1.50
Iron-Heart Chimera	A	U	\$1.50
Juju Bubble	A	U	\$1.00
Jungle Basin	L	U	\$2.00
Kaervek's Spite	Bk	R	\$3.00
Karoo	L	U	\$1.00
Katabatic Winds	G	R	\$3.00
Kookus	R	R	\$5.00
Kyscu Drake	G	U	\$1.00
Lead-Belly Chimera	A	U	\$1.00
Lichenthrush	G	R	\$4.00
Lightning Cloud	R	R	\$3.00
Longbow Archer	W	U	\$2.50
Magma Mine	A	C	\$1.00
Man-o'-War	B	C	\$1.00
Matopi Golem	A	U	\$1.00

VISIONS CARD LIST (cont.)

Card Title	Color	Rarity	Price
Miraculous Recovery	W	U	\$1.00
Mob Mentality	R	U	\$2.00
Mondrago	M	U	\$1.00
Natural Order	G	R	\$5.00
Necromancy	Bk	U	\$2.00
Necrosavant	Bk	R	\$3.00
Nekrataal	Bk	U	\$4.00
Ogre Enforcer	R	R	\$3.00
Ovinomancer	Bl	U	\$2.00
Peace Talks	W	U	\$1.00
Phryxian Marauder	A	R	\$3.00
Pillar Tombs of Aki	Bk	R	\$6.00
Prosperity	Bl	U	\$2.50
Pygmy Hippo	M	R	\$4.00
Quicksand	L	U	\$3.00
Quirion Druid	G	R	\$4.00
Rainbow Elfreet	Bl	R	\$7.00
Relentless Assault	R	R	\$9.00
Relic Ward	W	U	\$1.00
Retribution of the Meek	W	R	\$4.00
Righteous War	M	R	\$4.00
Rowen	G	R	\$4.00
Sands of Time	A	R	\$4.00
Scalesbane's Elite	M	U	\$1.00
Shimmering Elfreet	Bl	U	\$1.00
Simoon	M	U	\$1.00
Sneak Snake	A	R	\$6.00
Spitting Drake	R	U	\$2.50
Squandered Resources	M	R	\$6.00
Stampeding Wildebeests	G	U	\$2.00
Suleiman's Legacy	M	R	\$3.00
Summer Bloom	G	U	\$1.50
Suq'Ata Assassin	Bk	U	\$1.00
Talrann Piper	R	U	\$1.00
Teferi's Honor Guard	W	U	\$1.00
Teferi's Puzzle Box	A	R	\$5.00
Teferi's Realm	Bl	R	\$3.00
Tempest Drake	M	U	\$2.50
Three Wishes	Bl	R	\$3.00
Time and Tide	Bl	U	\$1.00
Tin-Wing Chimera	A	U	\$1.00
Tithe	W	R	\$7.00
Triangle of War	A	R	\$3.00
Uktabi Orangutan	G	U	\$2.50
Undiscovered Paradise	L	R	\$16.00
Vampiric Tide	Bk	R	\$1.00
Vampirism	Bk	U	\$1.50
Viashiro Sandstalker	R	U	\$3.00
Viashiro Dragon	M	R	\$5.00
Ward of Denial	A	R	\$5.00
Watersport Djinn	Bl	U	\$1.00
Wind Shear	G	U	\$1.00
Zhalfirin Crusader	W	R	\$3.00

WEATHERLIGHT CARD LIST

Booster Pack	\$2.95
Booster Box	\$69.95
Complete Set	\$149.00
Commons Not Listed	\$1.00 ea

Card Title	Color	Rarity	Price
Abduction	Bl	U	\$2.00
Abeysance	W	R	\$1.00
Aberoth	G	R	\$3.00
Aether Flash	R	U	\$3.00
Agonizing Memories	Bk	U	\$1.00
Alabaster Dragon	W	R	\$8.00
Ancestral Knowledge	Bl	R	\$8.00
Arctic Wolves	G	U	\$1.50
Argivian Find	W	U	\$1.50
Argivian Restoration	Bl	U	\$1.00
Aura of Silence	W	U	\$1.00
Avizoa	Bl	R	\$5.00
Barish	G	U	\$1.50
Bone Dancer	Bk	R	\$6.00
Bristam Strip	A	R	\$4.00
Bubble Matrix	A	R	\$7.00
Buried Alive	Bk	U	\$1.00
Call of the Wild	G	R	\$4.00
Chimeric Sphere	A	U	\$1.50
Cinder Giant	R	U	\$1.00
Circling Vultures	Bk	U	\$1.00
Cloak of Flame	Bl	U	\$1.50
Cone of Flame	R	U	\$1.50
Debt of Loyalty	W	R	\$5.00
Dense Foliage	G	R	\$5.00
Desperate Gambit	R	U	\$1.00
Dingus Staff	A	U	\$2.50
Downdraft	Bk	R	\$6.00
Downdraft	G	U	\$1.00
Dwarven Thaumaturgist	Bl	R	\$5.00
Ertai's Familiar	G	U	\$1.00
Fallow Wurm	G	U	\$1.50
Familiar Ground	G	U	\$1.50
Fervor	R	R	\$4.00
Festering Evil	Bk	U	\$1.00
Firestorm	R	R	\$5.00
Forlorn Brigade	W	U	\$1.00
Fungus Elemental	G	R	\$4.00
Gaea's Blessing	G	U	\$3.00
Gallowbride	Bk	R	\$4.00
Gemstone Mine	L	U	\$6.00
Gerrard's Wisdom	W	U	\$1.00
Goblin Bomb	R	R	\$7.00
Goblin Grenadiers	R	U	\$1.00
Harvest Wurm	G	C	\$2.00
Heart of Bogardan	R	R	\$5.00

WEATHERLIGHT CARD LIST (cont.)

Card Title	Color	Rarity	Price
Heat Stroke	R	R	\$3.00
Hidden Horror	Bk	U	\$1.50
Harlequin Shaman	R	U	\$1.00
Infernal Tribute	Bk	R	\$4.00
Inner Sanctum	W	R	\$3.00
Jahari's Banner	A	U	\$1.50
Lava Hounds	R	U	\$2.50
Liege of the Hollows	G	R	\$3.00
Llanowar Behemoth	G	U	\$1.50
Llanowar Vale	L	R	\$13.00
Mana Web	A	R	\$4.00
Maraxus of Keld	R	R	\$5.00
Master of Arms	W	U	\$1.00
Mischiefous Poltergeist	Bk	U	\$1.00
Mistmoon Griffin	W	U	\$1.00
Morifin	Bk	R	\$5.00
Mwomvull Ooze	G	R	\$3.00
Nature's Resurgence	G	R	\$7.00
Necrotog	Bk	U	\$3.00
Noble Benefactor	Bl	U	\$1.50
Null Rod	A	R	\$3.00
Odyllic Wraith	Bk	U	\$1.50
Orchid Settlers	R	U	\$2.00
Paradigm Shift	Bl	R	\$6.00
Peacekeeper	W	R	\$6.00
Pendrell Mists	Bl	R	\$6.00
Phantom Warrior	Bl	U	\$1.50
Phryxian Furnace	A	U	\$2.50
Psychic Vortex	Bl	R	\$5.00
Releam	Bl	U	\$2.50
Revered Unicorn	W	U	\$2.00
Roc Hatchling	R	U	\$1.00
Rogue Elephant	G	C	\$2.00
Scorched Ruins	L	R	\$6.00
Serenity	W	R	\$4.00
Serra's Blessing	A	U	\$2.00
Serrated Biskellon	A	U	\$1.50
Southern Paladin	W	R	\$4.00
Steel Golem	A	U	\$2.00
Strands of Night	Bk	U	\$1.50
Straw Golem	A	U	\$1.00
Sylvan Hierophant	G	U	\$1.50
Tariff	W	R	\$3.00
Teferi's Veil	Bl	U	\$2.00
Thran Forge	A	U	\$2.00
Thran Tome	A	R	\$5.00
Thundermare	R	R	\$9.00
Timid Drake	Bl	U	\$1.00
Tolarian Entrancer	Bl	R	\$3.00
Tolarian Serpent	Bl	R	\$3.00
Touchstone	A	U	\$2.50
Tranquil Grove	G	R	\$4.00
Urborg Justice	Bk	R	\$3.00
Urborg Stalker	Bk	R	\$4.00
Veteran Explorer	G	U	\$1.50
Vodalian Illusionist	Bl	U	\$1.50
Volunteer Reserves	W	U	\$1.50
Wave of Terror	Bk	R	\$3.00
Well of Knowledge	A	R	\$5.00
Winding Canyons	L	R	\$5.00
Xanthic Statue	A	R	\$2.00



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TEMPEST LIST (cont.)

Card Title	Color	Rarity	Price
Deadshot	R	R	\$4.00
Death Pits of Rath	Bk	R	\$8.00
Dismiss	Bl	U	\$2.50
Dirtdoed Wurm	G	R	\$6.00
Dracoplasm	M	R	\$5.00
Dread of Night	Bk	U	\$2.00
Dregs of Sorrow	Bk	R	\$5.00
Duplicity	Bl	R	\$2.50
Echo Chamber	A	R	\$4.00
Earthcraft	G	R	\$8.00
Eladamris Vineyard	G	R	\$9.00
"Eladamris, Lord of Leaves"	G	R	\$7.00
Elven Warbonds	G	R	\$2.50
Emerald Medallion	A	R	\$6.00
Emmessi Tome	A	R	\$3.00
Enervator	A	R	\$7.00
Enraging Lizard	R	U	\$1.00
Enraged Meddling	Bl	R	\$4.00
Escaped Shapeshifter	Bl	R	\$4.00
Essence Bottle	A	U	\$1.00
Excavator	A	U	\$1.00
Extinction	Bk	R	\$4.00
Fevered Convulsions	Bk	R	\$3.00
Field of Souls	W	R	\$6.00
Firefly	R	U	\$1.00
Flailing Drake	G	U	\$1.00
Flickering Ward	W	U	\$2.50
Fighting Drake	G	U	\$1.00
Flowstone Salamander	R	U	\$1.00
Flowstone Sculpture	A	R	\$5.00
Flowstone Wyvern	R	R	\$3.00
Fool's Tome	A	R	\$6.00
Fugitive Druid	G	R	\$3.00
Furnace of Rath	R	R	\$7.00
Gallantry	B	U	\$1.00
Gerrard's Battle Cry	W	R	\$3.00
Goblin Bombardment	R	U	\$2.50
Grindstone	Bk	R	\$8.00
Ghost Town	L	U	\$1.00
Hanna's Custody	R	R	\$4.00
Hand to Hand	R	R	\$5.00
Harrow	G	U	\$1.00
Havoc	R	U	\$1.00
Heartwood Giant	G	R	\$3.00
Heartwood Trefoil	G	U	\$1.00
Helm of Possession	A	R	\$6.00
Horned Silver	G	U	\$2.00
Humility	W	R	\$8.00
Imp's Taunt	Bk	U	\$1.00
Insight	Bl	U	\$1.00
Interdict	Bl	U	\$1.00
Involuntability	W	U	\$1.00
Jackal Pup	R	U	\$2.50
Jet Medallion	A	R	\$6.00
Jinxed Idol	A	R	\$5.00
Kezzerdrix	Bk	R	\$3.00
Knight of Dawn	W	U	\$2.50
Knight of Dusk	Bk	U	\$1.00
Krakilin	G	U	\$1.00
Leeching Lizard	Bk	U	\$1.00
Legacy's Allure	Bl	U	\$1.00
Legerdemain	Bl	U	\$2.00
Light of Day	W	U	\$1.00
Living Death	Bk	R	\$9.00
Lobotomy	M	U	\$2.50
Lotus Petal	A	C	\$1.50
Maddening Imp	Bk	R	\$3.00
Magnasaur	R	R	\$2.50
Magnetic Web	A	R	\$1.00
Mana Severance	Bl	R	\$4.00
Marble Titan	W	R	\$3.00
Maze of Shadows	L	U	\$2.00
Mawcor	Bl	R	\$4.00
Meditate	Bl	R	\$8.00
Mindwhip Sliver	Bk	U	\$1.00
Minion of the Wastes	Bk	R	\$7.00
Mirris Guile	G	R	\$4.00
Mogg Hollow	L	U	\$1.00
Mnemonic Silver	Bl	U	\$1.00
Mogg Cannon	A	U	\$1.00
Mogg Squad	A	U	\$1.00
Mongrel Pack	G	R	\$6.00
Nature's Revolt	G	R	\$7.00
Needlestorm	G	U	\$1.00
No Quarter	R	R	\$3.00
Nurturing Lizard	G	U	\$1.00
Opportunist	R	U	\$1.00
Oracle En Vec	W	R	\$5.00
Orim's Prayer	W	U	\$1.00
"Orim, Samite Healer"	W	U	\$6.00
Overrun	G	U	\$2.50
Pallimund	R	R	\$4.00
Patchwork Gnomes	A	U	\$1.00
Perish	Bk	A	\$6.00
Pearl Medallion	A	R	\$2.00
Pegasus Refuge	A	R	\$5.00
Physician Grimoire	A	U	\$1.00
Physician Hulk	A	U	\$1.00
Physician Splicer	A	U	\$1.00
Pine Barrens	L	R	\$5.00
Preconception	Bl	R	\$4.00
Propaganda	Bl	U	\$3.00
Puppet Strings	A	U	\$2.50
Quickening Lizard	W	U	\$1.00
Rain of Tears	Bk	U	\$3.00
Ranger En-Vec	M	U	\$1.00
Rathi Dragon	R	R	\$11.00
Reanimate	Bk	U	\$1.00

TEMPEST LIST (cont.)

Card Title	Color	Rarity	Price
Reap	G	U	\$1.00
Renegade Warlord	R	U	\$1.00
Reflecting Pool	L	R	\$14.50
Repentance	W	U	\$1.00
Reckless Spite	Bk	U	\$1.00
Recycle	G	R	\$7.00
Rootwater Diver	Bl	U	\$1.00
Rootwater Matriarch	Bl	R	\$5.00
Rootwater Shaman	Bl	R	\$4.00
Rootwater Depths	L	U	\$1.00
Root Maze	G	R	\$4.00
Ruby Medallion	A	R	\$6.00
Sacred Guide	A	R	\$5.00
Sapphire Medallion	A	R	\$9.00
Safeguard	W	R	\$4.00
Salt Flats	L	R	\$5.00
Scabland	L	R	\$5.00
Sarcophagus	Bk	R	\$4.00
Scalding Tongues	A	R	\$5.00
Scragnoth	G	U	\$2.00
Scorched Earth	R	R	\$6.00
Screaming Harpy	Bk	U	\$1.00
Scroll Rack	A	R	\$9.00
Serene Offering	M	U	\$1.00
Segmented Wurm	M	U	\$1.00
"Selenia, Dark Angel"	M	R	\$8.00
Shadowstorm	R	U	\$1.00
Shocker	R	R	\$6.00
Skyshroud Condor	Bl	U	\$1.00
Skyshroud Forest	L	R	\$5.00
Skyshroud Vampire	Bl	U	\$1.00
Sky Spirit	M	U	\$5.00
Soldier	Bk	U	\$1.00
Solitary Crusader	M	R	\$6.00
Solitary Emissary	W	U	\$1.00
Solitary Guerrillas	W	R	\$4.00
Solitary Monk	W	U	\$2.00
Solitary Priest	W	U	\$2.50
Spontaneous Combustion	M	U	\$1.00
Spirit Mirror	W	R	\$5.00
Starke of Rath	R	R	\$3.50
Staunch Defenders	W	U	\$1.00
Static Orb	A	R	\$6.00
Stalking Stones	L	U	\$1.00
Steal Enhancement	Bl	U	\$1.00
Stinging Lizard	Bl	U	\$1.00
Storm Front	R	G	\$1.00
Sudden Impact	R	U	\$1.00
Tahgarth's Rage	R	U	\$1.00
Teletropter	A	U	\$1.00
Thalalos Dreamswower	Bl	U	\$1.00
Thalalos Lowlands	L	U	\$1.00
Thumbscrews	A	R	\$3.00
Time Warp	Bl	R	\$15.00
Tooth and Claw	R	R	\$3.00
Torture Chamber	A	R	\$3.00
Tradewind Rider	Bl	R	\$13.00
Trumpeting Armodon	G	U	\$1.00
Unstable Shapeshifter	Bl	R	\$4.00
Verdant Force	G	U	\$1.00
Verdigris	G	U	\$1.00
Vhanti-il-Dal	M	U	\$3.00
Vee Townships	L	U	\$1.00
Warmth	W	U	\$1.00
Wasteland	L	U	\$4.00
Watchdog	A	U	\$1.00
Whim of Volrath	Bl	R	\$8.00
Whispers of the Muse	Bl	U	\$2.00
Wind Dancer	Bl	U	\$1.00
Winds of Rath	W	R	\$9.00
Winter's Grasp	G	U	\$2.50
Wild Wurm	R	U	\$1.00
Wood Sage	M	R	\$4.00
Worthy Cause	W	U	\$1.00

STRONGHOLD

Booster Pack \$2.95
Booster Box Call
Preconstructed Box Call
Complete Set \$159.95
Commons Not Listed \$1.00 ea
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Card Title	Color	Rarity	Price
Acidic Sliver	M	U	\$2.00
Amok	R	R	\$2.00
Awakening	G	R	\$4.00
Bottomless Pit	Bk	U	\$2.00
Bullwhip	A	U	\$1.00
Burgeoning	G	R	\$4.00
Calming Lizard	W	U	\$1.00
Carnassid	G	R	\$3.50
Constant Mists	G	U	\$1.00
Contemplation	W	U	\$1.00
Convulsing Lizard	R	U	\$1.00
Corrupting Lizard	Bk	U	\$1.00
Crovax the Cursed	Bk	R	\$3.50
Crystalline Sliver	M	U	\$2.00
Dauthi Trapper	Bk	U	\$1.00
Dream Halls	Bl	R	\$5.00
Elven Rite	G	U	\$2.00
Ensnaring Bridge	A	R	\$6.00
Evacuation	Bl	R	\$6.00
Fanning the Flames	R	U	\$2.00
Flame Wave	R	U	\$2.00

STRONGHOLD LIST (cont.)

Card Title	Color	Rarity	Price
Flowstone Hellion	R	U	\$1.00
Flowstone Mauler	R	R	\$2.00
Gliding Lizard	Bl	R	\$1.00
Grave Pact	Bk	R	\$5.00
Heartstone	A	U	\$1.00
Heat of Battle	G	R	\$3.00
Hermit Druid	Bl	U	\$2.00
Hesitation	M	U	\$1.00
Hibernation Sliver	W	R	\$3.00
Hidden Retreat	A	R	\$5.00
Horn of Greed	A	R	\$2.00
Hornet Cannon	Bl	R	\$4.00
Intruder Alarm	R	R	\$3.00
Invasion Plans	A	R	\$1.00
Jinxed Ring	W	U	\$1.00
Lancers en-Kor	Bl	U	\$2.00
Mask of the Mimic	Bk	U	\$2.00
Megrim	Bk	R	\$6.00
Mindwarper	Bk	U	\$2.00
Mindpeel	R	R	\$6.00
Mogg Infestation	R	U	\$2.00
Mogg Manaic	Bk	R	\$3.00
Mortuary	A	R	\$23.00
Mox Diamond	A	R	\$6.00
Portcullis	G	U	\$1.00
Pursuit of Knowledge	W	R	\$7.00
Ransack	Bl	U	\$1.00
Rebound	Bl	U	\$1.00
Reins of Power	Bl	R	\$5.00
Revenant	Bk	R	\$4.50
Rolling Stones	W	R	\$5.00
Rumination	R	R	\$3.50
Sacred Ground	W	R	\$5.00
Scapegoat	W	U	\$2.00
Shaman en-Kor	W	R	\$5.00
Shard Phoenix	R	R	\$6.00
Shifting Wall	A	U	\$1.00
Silver Queen	M	R	\$12.00
Silver Wyvern	Bl	R	\$3.00
Skeleton Scavengers	Bk	R	\$4.00
Solatri Champion	W	R	\$2.50
Spike Breeder	G	U	\$2.00
Spike Feeder	G	U	\$1.00
Spike Soldier	G	U	\$1.00
Spined Sliver	M	U	\$2.00
Spitting Hydra	R	R	\$4.00
Stronghold Assassin	Bk	R	\$4.00
Stronghold Taskmaster	Bk	U	\$1.00
Sword of the Chosen	A	R	\$2.00
Temper	W	U	\$1.00
Thalagos Deceiver	Bl	R	\$6.00
Verdant Tooth	G	R	\$5.00
Victual Sliver	M	U	\$1.00
Volrath's Gardens	G	R	\$5.00
Volrath's Laboratory	A	R	\$3.00
Volrath's Stronghold	L	R	\$6.00
Volrath's Shapeshifter	Bl	R	\$6.00
Walking Dream	Bl	R	\$2.00
Wall of Blossoms	G	U	\$2.00
Wall of Essence	W	U	\$2.00
Wall of Razors	R	U	\$1.00
Wall of Souls	Bk	U	\$2.00
Wall of Tears	Bl	U	\$2.00
Warrior Angel	W	R	\$8.00
Warrior en-Kor	W	U	\$1.00

EXODUS

Booster Pack \$2.99
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Preconstructed Call
Starter Box Call
Commons Not Listed \$0.75

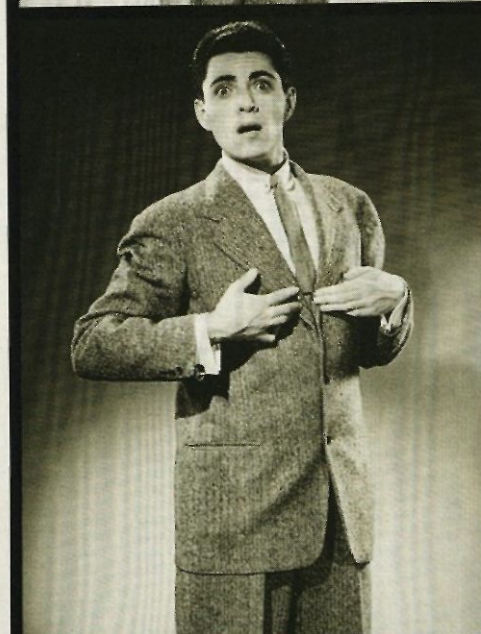
Card Title	Color	Rarity	Price
Cartographer	G	U	\$1.00
Cataclysm	W	R	\$10.00
City of Traitor	L	R	\$4.00
Coat of Arms	A	R	\$5.00
Convergence	W	R	\$6.00
Crashing Boars	G	U	\$1.00
Curiosity	Bl	U	\$1.00
Dauthi Cutthroat	Bk	U	\$1.00
Dauthi Warlord	Bk	U	\$1.00
Dominating Lizard	Bl	R	\$5.00
Elven Palisade	G	U	\$1.00
Entropic Specter	Bk	R	\$2.00
Ephemeron	A	Bl	\$8.00
Equilibrium	Bl	R	\$7.00
Erratic Portal	A	R	\$7.00
Ertai, Wizard Adept	Bl	R	\$8.00
Exalted Dragon	W	R	\$9.00
Fighting Chance	R	R	\$2.00
Flowstone Flood	R	U	\$2.00
Forbidden	Bl	U	\$2.00
Fugue	Bk	U	\$1.00
Hatred	Bk	R	\$5.00
High Ground	W	U	\$1.00
Keeper of the Beasts	G	U	\$1.00
Keeper of the Dead	Bk	U	\$1.00
Keeper of the Flame	R	U	\$1.00
Keeper of the Light	W	U	\$1.00
Keeper of the Mind	Bl	U	\$1.00

EXODUS LIST (cont.)

Card Title	Color	Rarity	Price
Killer Whale	Bl	U	\$1.00
Limited Resources	W	U	\$7.00
Mana Breach	Bl	U	\$1.00
Mana Bond	G	R	\$3.00
Medicine Bag	A	U	\$1.00
Mind Maggots	Bk	U	\$1.00
Mind Over Matter	Bl	R	\$6.00
Mirri, Cat Warrior	G	R	\$6.00
Memory Crystal	A	R	\$1.00
Mindless Automaton	A	R	\$4.00
Mirozel	Bl	U	\$1.00
Mogg Assassin	R	U	\$1.00
Monstrous Hound	R	R	\$5.00
Necrologia	Bk	U	\$2.00
Null Broach	A	R	\$6.00
Oath of Druids	G	R	\$3.00
Oath of Ghouls	Bk	R	\$4.00
Oath of Lieges	W	R	\$4.00
Oath of Mages	R	R	\$5.00
Oath of Scholars	Bl	R	\$7.00
Ogre Shaman	R	R	\$2.00
Phadin en-Vec	W	R	\$9.00
Pandemonium	R	R	\$9.00
Paroxysm	R	U	\$1.00
Peace of Mind	W	U	\$2.00
Pegasus Stampede	W	U	\$1.00
Penance	W	U	\$1.00
Pit Spawn	Bk	R	\$7.00
Plaguebearer	Bk	R	\$5.00
Price of Progress	R	U	\$1.00
Ravenous Baboons	R	R	\$2.00
Reconnaissance	W	U	\$1.00
Recurring Nightmare	Bk	R	\$7.00
Resuscitate	G	U	\$1.00
Sabretooth Wyvern	R	U	\$1.00
Scalding Salamander	R	U	\$1.00
Scriver	Bl	U	\$1.00
Seismic Assault	R	R	\$9.00
Skyshaper	A	U	\$1.00
Skyshroud Elite	G	U	\$1.00
Skyshroud War Beast	G	R	\$4.00
Slaughter	Bk	U	\$1.00
Song of Serenity	G	U	\$1.00
Spellbook	A	U	\$1.00
Spellshock	R	U	\$2.00
Spike Cannibal	Bk	U	\$1.00
Spike Hatcher	G	R	\$4.00
Spike Weaver	G	R	\$4.00
Spike Rogue	G	U	\$1.00
Sphere of Resistance	G	R	\$5.00
Survival of the Fittest	G	R	\$5.00
Thalakos Drifters	G	R	\$2.00
Thopter Squadron	A	U	\$1.00
Transmuting Lizard	W	U	\$1.00
Treasure Hunter	W	U	\$1.00
Treasure Trove	Bl	U	\$2.00
Volrath's Dungeon	Bk	R	\$7.00
Wall of Nets	W	R	\$4.00
Workhorse	W	R	\$4.00
Zealots en-Dal	W	U	\$1.00



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Inside the Industry

What Do You Want?

"I'd like to live just long enough to be there when they cut off your head and stick it on a pike.... Can you and your associates arrange it for me, Mr. Morden?" —Vir Cotto

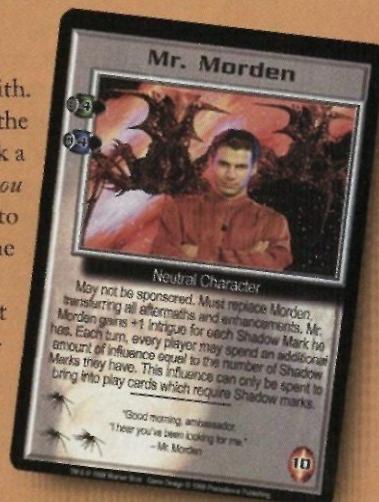
Meet Mr. Morden, the emissary of the evil Shadows from *Babylon 5* (B5). This rather unassuming-looking gentleman has had a lot of folks (present company included) searching far and wide for him. Why? Because he's the latest card for the B5 TCG to be issued in both regular and chase versions. Here you see the card as you might find it in your average booster—great image (the entire *Shadows* expansion boasts vastly improved artwork, in fact), excellent diplomacy and intrigue rankings, and a special ability that allows those who don't necessarily walk the bright and shining path to really abuse the power the Shadows have to offer. A few thousand lucky players, however, will find a version of this card signed by actor Ed Wasser, who portrays the nefarious Morden. Plans for future signed chase cards include autographs from actors Claudia Christian (Susan Ivanova) and Peter Jurasik (Londo Mollari).

Mr. Morden's success at his job was largely due to the fact that he simply didn't look or act "evil." He dressed well, had a decent haircut, and was onto that collarless

shirt thing way before Will Smith. Morden knew that to truly sow the seeds of chaos, one need only ask a simple question—*what do you want?* The myriad answers to that simple question are the things that start wars.

With that in mind, I thought I'd try a Morden-inspired experiment: *Duelist* readers, *what do you want?* Send replies to the email address below or to *The Duelist*—What Do I Want?; PO Box 707; Renton, WA 98057. Answer honestly (albeit tastefully), and remember that you needn't necessarily want anything that has to do with this magazine, or even with TCGs. We'll publish select results in an upcoming edition of "Reports on Trading Card Games." And maybe we'll sow a little chaos while we're at it.

by Cory Herndon
<coryh@visards.com>



Vehicular 'Mechslaughter

Some major problems have surfaced with the release of the latest *BattleTech* expansion, *Arsenal*. One of the big components of the new set, Vehicles, was broken. In the *BattleTech* universe, Vehicles such as Tanks and Helicopters play an important role supporting BattleMechs in combat. Due to a costing problem and some unforeseen issues with the Vehicles themselves, these cards became a more powerful force than the 'Mechs they were intended to support.

That said, here's the fix:

Definition of Units: A "Unit" is any

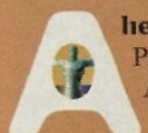
card that is not a Command or Mission card. Thus Vehicles, Battle Armor, and 'Mechs are all Units. As of May 30, 1998, all cards released prior to the *Commander's Edition* set should be treated as if the words "Mech" or "Mechs" on a card were "Unit" or "Units." Basically, Vehicles and Battle Armor are now treated as 'Mechs when they interact with other cards. Note that Pilot cards are still able to pilot only 'Mechs, not other types of Units.

Vehicle Die Roll: Effective immediately, when a Vehicle is damaged the Vehicle's controller rolls a die—on a

die roll of 5 or 6, that Vehicle is destroyed. Note that this changes the Vehicle "break point" from a roll of 6 to a roll of 5 or 6.

Card Limit for Vehicles and Battle Armor: The DCI staff is imposing a 10-card limit on Vehicles and Battle Armor in constructed decks. Please note that players may not have 10 of each, but rather a *total* of 10, including Vehicles and Battle Armor cards combined. This rule does not pertain to Sealed-Deck tournaments.

—*BattleTech* errata compiled
by Dave Schwimmer



Aliens Predator (Harper-Prism, New York City):

Although Fox and Harper-Collins have reached an agreement for three more expansions, the first, *Alien Resurrection*, is running into some unexpected legal delays—apparently, likenesses are yet again an issue. (AP players may have noted, for instance, that the young lady who played Newt in *Aliens* did not grant permission for her image to be used on the Child card—hence the doll's head image.) Until this issue resolves, it looks like the expansion is on hold.

<AvP@zehrpushu.com>; <www.zehrpushu.com>

Babylon 5 (Precedence, Tempe, AZ): The *Deluxe Edition* of the 446-card original set should now be available, boasting improved art and the most current errata. As an added incentive, Precedence has included a limited number of "Susan Ivanova" chase cards autographed by actress Claudia Christian. Also due this month is the *Official Guide to the Babylon 5 Collectible Card Game*. October will bring *The Great War*, a 350-card expansion that will include two new starters—one for the League of Non-Aligned Worlds and a "supplement starter," called Home Factions, that allows you to play the original races from different angles. A human player, for instance, could represent the Shadow-tinged forces of President Clark, rather than Sheridan and Sinclair's forces of light. On a more basic level, this means that games with more than four players will finally be possible. In October, B5 players will have their first opportunity to play in a *Babylon 5 World Championship Tour-*

namment, to be held at VorCon1 in Pomona, California. Even further down the line, Bester and company will be seeing you in the *Psi Corps* expansion. <b5@eternity.com>; <www.eternity.com>

Illuminati (Steve Jackson Games, Austin, TX): The next expansion for INWO, *Bavarian Fire Drill*, is due in November '98. This 100-card set is noncollectable and will be completely contained in one box, like the *Subgenius* expansion. <sjgames@io.com>; <www.sjgames.com>

Middle-earth: The Wizards (Iron Crown Enterprises, Charlottesville, VA): *Here Be Dragons*, Steve Arensberg's third *MECCG Sites & Scenarios* booklet, will cover the Rhovanion region. September will bring *Elrond's House*, a board game which uses cards similar to, but not compatible with, the TCG cards. *The Dwarf Lords*, also due in September, will be followed by *The Dwarf Lords Player's Guide*. The dwarves set out to take back occupied dwarven homelands such as Moria and the Lonely Mountain. <ice@ironcrown.com>; <www.ironcrown.com>

Shadowrun (FASA Corporation, Chicago): The 90-card *Corp War* expansion (15-card boosters, \$2.95), with megacorp-sponsored runners, contacts, locations, and agendas, should now be at your local game and hobby shop. This set is slated to include "starting cards" that will perform a function similar to strongholds in *Legend of the Five Rings*. <FASALInfo@aol.com>; <www.fasa.com>

Star Trek CCG (Decipher, Norfolk, VA): The double-sized (260-card) *Deep Space Nine* expansion (60-card

starters, \$9.50; 9-card boosters, \$2.50) is now available, giving players a new starting point for one of the longest running TCGs in the industry. November's *The Dominion* will introduce that Gamma quadrant affiliation to the game, as well as new, less predictable battle rules for space combat. <CCGCustomerService@decipher.com>; <www.decipher.com>

Star Wars CCG (Decipher): The *Second Anthology* should be out soon—this 800-card storage box will include eight unlimited *Premiere* boosters, two from *Dagobah*, and two more from *Cloud City*. Like the original *Anthology*, the box will also include six "preview cards": the Mon Calamari Cruiser, rebel leader Mon Mothma, Flagship Operations, Thunderflare, Rapid Deployment, and the Sarlaac. The *Special Edition* expansion will be the biggest yet for the *Star Wars CCG*—over 200 cards will draw images from Lucas's reworking of the *entire* original trilogy. This means that there will also be new versions of the main characters that may not necessarily be pulled from the first film. The set will be sold in starters and boosters, and the starters will be completely playable out of the box. For the first time, starters come in either light or dark packs—not both. Watch for the *Special Edition* in September. Late August will bring the Shawn Valdez Tournament Weekend, a Decipher-sponsored charity event dedicated to a SW:CCG fan who died of cancer in 1996 at age 13. Proceeds will benefit a children's cancer fund in Valdez's hometown, Jacksonville, Florida. <CCGCustomerService@decipher.com>; <www.decipher.com>

For more information, contact the email address or website given with each entry.

electronic game news

Sega of America has finally revealed in detail its secret weapon to combat the PlayStation and N64. The Dreamcast system (previously dubbed "Katana") is a 128-bit beauty that will not only immerse players in 3D environments and home theater quality sound, but will also allow dozens to play together over the Internet-based Dreamcast Gaming Network. Sega is of

course hard at work creating proprietary titles for Dreamcast, and it has also entered into third-party development deals with such diverse companies as Acclaim, Midway, and GT Interactive. Unfortunately, the system is not slated to debut in North America until autumn of 1999.

In *Duelist* #28, we erroneously stated that Interplay is based in Atlanta, Georgia. They are not. They are actually based on a small moon of Alpha Centauri, just three clicks outside the Mogodon cluster. Their main Earth base, of course, is located in Irvine, California. We regret the error.

Not Your Father's Army Men

by Will McDermott

3DO's Little Plastic Guys Are Lethal

Okay. I'll admit it. I never played with traditional green or tan army men as a child—but that's because I had the real G.I. Joe. Not those pint-sized versions with "colorful" names like Roadblock, Stalker, and Snake Eyes (and don't forget good ol' Duke). Nope. My G.I. Joe had a kung-fu grip, plastic molded hair, and a slew of uniforms and vehicles that would make Barbie swoon (and you'd better believe she swooned, mister).

That was then. Computer games and PlayStations are quickly replacing fine plastic toys as the recreation of choice for the 21st century kid. So, in a fit of nostalgia, some grown-up kids pretending to be computer programmers decided to bring simple little plastic men into the computer age.

Arms and the Plastic Man

3DO's *Army Men* takes you right down into the action as you control Sarge, a tough-as-nails dogface made of monochromatic green plastic, in a campaign to defeat the evil forces of Tan. Sarge goes on every nasty mission HQ devises. It seems Sarge has to win this war all by himself.

Almost. Sarge sometimes commands a squad or calls for a paratroop drop. But let's be truthful here—these privates are just cannon fodder. They die more often than they kill. You'll want to put them on guard duty just to keep them alive while Sarge takes out the big guns.

Army Men provides Sarge with a lot of firepower, everything from automatic rifles to bazookas. You generally start each mission with nothing but your weapon and your wits, but look around—the forces of Green and Tan have stashed cases filled with grenades, flame throwers, land mines, mortars, explosives, and even air strikes all over the map (sometimes hidden within larger crates).

In addition to armament, Sarge gets to drive some cool plastic vehicles (which harken back to my G.I. Joe jeep with the rear-mounted gun). The vehicles include jeeps, cargo trucks, half-tracks, and tanks. Unlike the firepower, you can only drive vehicles the

Green army supplies—you can't steal a Tan tank. For those not-so-rare moments when Sarge gets hurt (war is hell, remember) you might find an assortment of health boxes or spend some time in the first-aid tent.

Squeezing the Trigger

Army Men starts with a black-and-white, newsreel-style scene that sets the stage for the game, and shows you the Tan "Castro" rousing his troops. From there you can attend boot camp, where you get to try out all the weapons and drive a few vehicles.

After shooting, blowing up, and burning down a bevy of wooden targets on the obstacle course, you're ready for some real action: Sarge receives his orders and is off to the desert to fight the Tan. *Army Men* has 27 missions in three settings with a loose story that weaves throughout the game. Plus, you can play *Army Men* in multiplayer mode via the Internet or a network.

Mine Fields

A few problems with the game: the story line is linear, so if you get stuck on a mission, you're stuck until you complete that mission—playing it over and over until you succeed (and listening to the entire mission briefing again and again). Plus, unlike games like *Diablo* where your character gets bigger, stronger, and faster, Sarge is the same character throughout. He just receives different gear for different situations, so as the missions get tougher you have to improve your playing skills or die (often). I also wanted to spend a lot more time in the tank—but maybe that's what the multiplayer option is for.

Despite these problems, I enjoyed playing *Army Men* just as much as playing with real plastic toys. When I melted a Tan soldier with my flamethrower, my mom (or wife, in this case) didn't get mad about the wasted money—although I did hear a few groans about the amount of time being "wasted" on a "silly game." ■

He'll fight for freedom, wherever there's trouble—Will McDermott is there. Yo, Will!

Army Men

The 3DO Company
Redwood City, CA

PREMISE

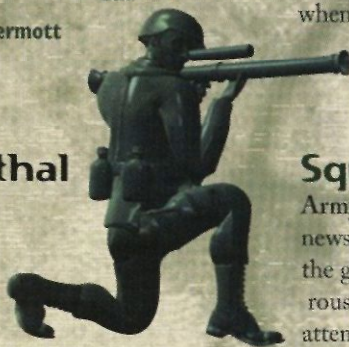
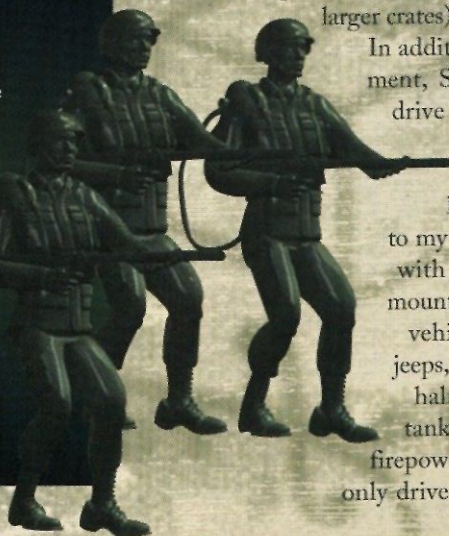
Real-time, mission-oriented adventure pitting Sarge versus the forces of Tan.

FORMAT

CD-ROM for Windows 95.
Requirements: 90 MHz Pentium,
16 MB of RAM, Direct Draw 1MB
SVGA video card, Direct Sound
Compatible 8-bit sound card,
mouse, 120 MB of free space.

CONTACT

The 3DO Company
(650) 261-3454
www.3do.com
www.armymen.com



► by Cory Herndon

georgia on my hard drive

This year's Electronic Entertainment Expo filled Atlanta's enormous Georgia World Congress center with a Dantean Inferno of celebrities, spokesmodels, trinkets, roasted pecans, and, occasionally, an electronic game or two. What follows is but a small sampling of the biggest trade show on the planet.



Myth II: Soulblighter

3DO Former console contender 3DO has wisely reinvented itself and now makes games—just games—for PCs, PSX, and N64. They've scored a top-five hit with *Army Men* [see review p. 93], in which you engage in real-time strategy combat commanding either green or tan li'l plastic guys. *Army Men 3D* marches the same toy story over to the PlayStation. Also on display at the 3DO booth were several fantasy roleplaying titles with the requisite multiplayer options, like *Might and Magic VI* and *Heroes of Might and Magic III*. *Uprising 2* is a futuristic sequel to the award-winning, action-strategy original. *Uprising X* ports the earlier game over to the PSX in the fourth quarter of '98. Nintendo owners receive a bone in the form of *BattleTanx*. In a plot eerily reminiscent of *Hell Comes to Frogtown*, you must defend the last few remaining human females in a post-apocalyptic (but apparently gasoline-powered) future.

Activision The company that has made games for every system—from the Atari 2600 to the fastest PC—had one of the most impressive displays at the show. *The Fifth Element* is a third-person PSX action game that uses the *Nightmare Creatures* engine. Players alternate as the leggy supreme being Leeloo and heroic cab driver Korben Dallas. Cut scenes from the theatrical movie allow Activision to feature an A-list cast, including actors like Ian Holm and Gary Oldman—a true rarity for an electronic game. Bruce Willis also pops up in *Apocalypse*, a “cinematic third-person action shooter” pitting you against the infamous Four Horsemen themselves, and *Tenchu* pits third-person ninjas against the Prince of Darkness. Both games are due on the PlayStation this fall. *Legend of the Five Rings: Ronin* hopefully should be out in early '99 [see preview p. 104]. Nostalgia will initially draw gamers to an all-new 3D version of the arcade classic *Asteroids*. They'll stay for the exciting, innovative re-interpretations that include not just big hunks of rock, but huge icebergs, attacking alien ships, and gravity-warping black holes. The game designers have faithfully recreated the engaging physics and breakneck pace of the original.

Bungie The makers of *Computer Gaming World's* Strategy Game of the Year, *Myth: The Fallen Lords*, maintain their focus with the highly anticipated sequel, *Myth II: Soulblighter*. *Soulblighter* features several improvements to the original engine, including better AI, sharper special effects, and incredibly detailed terrain and 3D navigation. Bungie is taking its time with this title, which should be available for the PC by year's end.

Blizzard Our assistant-editor-in-chief's favorite game company had **Diablo II** on display. While only about 30–40 percent complete, the game looked great. Players now inhabit one of five new character classes (the original classes might be encountered as NPCs): Amazon, Paladin, Sorceress, Barbarian, or Necromancer. No longer will players be limited to a simple dungeon—new quests and adventures take characters through both towns and forests filled with demonic creatures. Early 1999 is the best ETA provided. Also watch for a Blizzard-made expansion for the smash **Starcraft** game called **Starcraft: The Brood Wars**, and a ported version of the original **Starcraft** exclusively for the N64 console.

Cavedog Entertainment Cavedog builds on the success of last year's **Total Annihilation (TA)** with not one, not two, but three new titles based on the original TA. The **Core Contingency** and **Battle Tactics** are each expansion packs for the original game, while the more ambitious **Total Annihilation: Kingdoms** is an all-new (well, as new as one can get in this genre) fantasy-oriented strategy title set 10,000 years before the first game in a magical era. On the RPG front, **Good & Evil** promises to be "part adventure game, part roleplaying, part real-time strategy, and part *Spinal Tap*." Players assume the role of a foolhardy British soldier at the end of the world in **Amen: The Awakening**—no word on whether Sherman Hemsley will be involved.

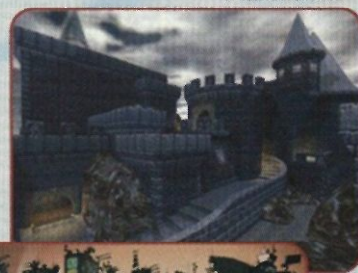
Dynamix This division of Sierra wants to level the 3D combat-sim field with **Starsiege**, the sequel to **Earthsiege** and **Earthsiege 2**. Set in a richly detailed 29th century, players may join the Terrans, Martians (also human), or the mechanical Cybrids. Players choose from 25 giant robots (known here as "hercs"), tanks, and fliers to wage a war that will decide the fate of humanity. **Starsiege** also features a beautiful 3D engine that allows for seamless transitions from indoor to outdoor locales, and the game itself is of course completely networkable. Due later this year, **Starsiege Tribes** will be more squad oriented, offering a few single-person training missions, but with a focus on exciting deathmatch play.

Electronic Arts This 400-pound software gorilla had 19 new titles to offer gamers. Its Bullfrog division featured **Populous: In the Beginning**, the third installment in the classic "god sim" series. **Ultima: Ascension** (née **Ultima IX**) will thrust players into the role of the Avatar, encountering over 50 new characters and creatures, scaleable difficulty, and animated combat and magic systems. **Sid Meier's Alpha Centauri**, from Meier's own Firaxis Games, is a networkable (of course) strategy title that pits seven different human factions against each other in a struggle for survival on a desolate world orbiting the titular star. Firaxis promises realistic play and "future history," as well as intuitive AI algorithms. EA's Maxis division showed off the

long-awaited **SimCity 3000**—budding town founders can now design buildings from scratch and encounter dozens of new and varied "real world" problems managing their fantasy metropolis.

Eidos Interactive The house that Lara built offered expo-goers a look at **Tomb Raider III**. Ms. Croft sports a revamped game engine, finer landscapes, several new moves (including a "speed dash"), and more player choices in terms of levels and their order. Watch for the return of Lara to both the PC and the PSX this fall. **Daikatana**, also slated for a fall release, is a beautifully rendered time-travel RPG created by John Romero of **DOOM** and **Quake** fame. Search for the titular sword in four distinct time periods, including medieval Europe and post-apocalyptic San Francisco. Best of all, one of your character's sidekicks is named "Superfly Johnson." And while **Final Fantasy VIII** was announced—not surprisingly—for the PSX, word is also getting around about the port of **Final Fantasy VII** to the PC after a year or so on the Sony console.

Daikatana



Starsiege



Duke Nukem Forever



The Core Contingency



Fox Interactive Two-and-a-half extremely cool licensed properties were on display at the Fox booth. Gillian Anderson herself made an appearance to introduce **The X-Files**, in which your character must locate the missing Agents Mulder and Scully before the evil consortium does. Paranoid conspiracy theorists (and those who love them) can dive into this "interactive episode" late this summer. Further off on the horizon is **Aliens vs. Predator**. While it seems that the fan-fantasy film will never make it off the drawing board, this PC/PSX title will offer action gamers the opportunity to play as a Colonial Marine, an acid-spewing Alien, or a cold-blooded Predator. The battle royale is set for spring of '99.

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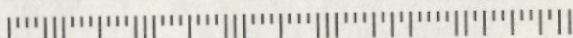
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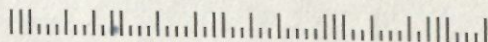
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GT Interactive The folks responsible for the first-person shooter genre unveiled *Unreal*, a gorgeous 3D blast 'em up with a versatile level editor and endless deathmatch possibilities. GTI also offered two new Duke-tastic titles, *Duke Nukem: Time to Kill* and *Duke Nukem Forever*. The *Wheel of Time* was a closed-door-only affair. Based on Robert Jordan's popular fantasy series and built around the *Unreal* engine, this first-person RPG featured seamless cinematic animation and rendering, with stunning spell effects and varied, exciting AI. This networkable game will really get the most out of modern 3D accelerator technology when it's released next year.

Interplay Interplay had three new *Star Trek* titles on display, including the original series adventure *Secret of Vulcan Fury*, featuring fully rendered characters that are frighteningly identical to their "real" counterparts—on sale in spring of '99. *Klingon Academy* will have Christopher Plummer on hand reprising his *Star Trek VI* role as General Chang, urging young Klingons to cry havoc and let slip the targs of war. *Starfleet Command* continues the *Starfleet Academy* storyline, dropping Academy grads into their first real-time strategic command. The last two titles should be available in time for the holidays. On a definite non-Trek note, watch for *Earthworm Jim 3D* this fall for the PC, PSX, and N64 to let players manipulate the Annelid Avenger through six lovingly rendered levels of Jim's own fevered mind.

Interplay's roleplaying-oriented Black Isle Studios division featured *Fallout 2*, the sequel to 1997's RPG of the year. Also on hand was the much-anticipated *Baldur's Gate*, an AD&D game that should quell the complaints about the dearth of quality games set in this rich universe. This monster of a title features an enormous setting spread over five CDs.

Shiny Entertainment, the division of Interplay responsible for MDK, offers *Messiah*, a bizarre little action title that casts players in the role of a butt-kickin' Cupid cherub. Watch for it on the PC and PSX around Christmas. Also on the slate is *Wild 9*, sort of a spin on *The Last Starfighter* that casts the player in the role of a 21st century Earthling teenager stuck in the middle of a galactic war.

Interplay's Tantrum division announced the release of *Descent III*, which will maintain the original's superb 360-degree environment while splitting the action between subterranean tunnels and the planetary atmosphere. Watch for it at the end of the year. Other titles of interest from Tantrum include *Heart of Darkness* (unrelated to the Joseph Conrad novel) and *Giants*.

Finally, the Flat Cat division of the schizophrenic Interplay offers real-time strategy in the form of *A.I. Alien Intelligence*, an exciting real-time sci-fi strategy game that offers varied ship

design, multiple victory paths (so no game is ever the same), and diverse species and unit-building choices. *M.A.X. 2* is the sequel to the hit turn-based combat sim.

Konami Konami was pushing *Metal Gear Solid* (MGS), an intriguing actioner that offers players the opportunity to fight, sneak, and run through covert installations. Refreshingly, the point is not just to kill everything in sight, but to carry out 21st century spy missions. Watch for MGS in October. Also on display was *Silent Hill*, a gothic horror game for the PSX that, while gory, is also more mystery-oriented than, say, *Resident Evil*. *Castlevania* returns to the Nintendo (the N64, specifically) just in time for the holidays, as players assume one of four identities in this spooky, first-person RPG. *Azure Dreams* should now be out on the PSX console, casting players in the role of apprentice monster tamers searching for demon eggs.



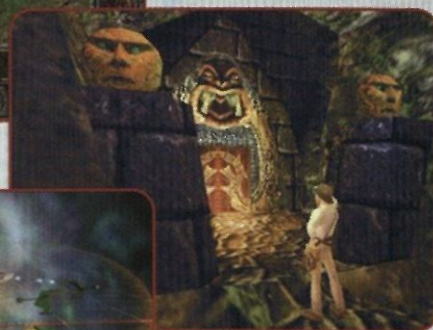
Baldur's Gate



Star Wars: Rogue Squadron



Star Fleet Command



Indiana Jones and the Infernal Machine

Lucasarts & Lucas Learning Lucasarts (and its newly formed educational sister company) continues to mine the bottomless Lucasfilm well with several new titles in multiple genres. *Star Wars: Rogue Squadron* actually casts players as Luke Skywalker himself in flight combat action inspired by the "Battle of Hoth" level of *Shadows of the Empire*. Rebels can fly X-wings, Y-wings, A-wings, and even the experimental V-wing, defending such classic *Star Wars* settings as Mos Eisley spaceport. Watch for *Rogue Squadron* this

fall on the N64 and PC. *Star Wars: Force Commander* is Lucasarts' first foray into the crowded real-time strategy field, but it already looks like a winner. Players pit the Empire against the Rebellion on Corellia, Tatooine, Hoth, and other all-new locations. Command Imperial AT-ATs, AT-STs, and even Rebel Tanks (who knew the Rebels had tanks?!). Watch for *Force Commander* to be out just in time for the holidays. Also this winter, *Indiana Jones and the Infernal Machine* takes the original tomb raider into uncharted territory—the dawn of the Cold War. *Grim Fandango* comes from Tim Schafer, the



Starship Troopers



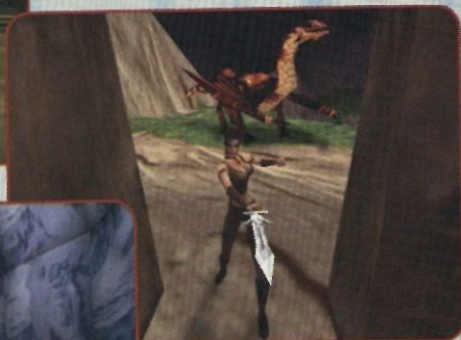
Klingon Honor Guard

designer of past Lucasarts hits like *Full Throttle*. This time, players explore the Land of the Dead as Manny Calavera, travel agent for the deceased. *Grim Fandango* takes many liberties with Mexican folklore and gives things a film noir twist to deliver one of the most original titles to come from *any* company in quite some time. Watch for it to hit shelves this fall.

Lucas Learning didn't have much yet, but what they did have on display was quite cool. *Star Wars Droidworks* uses the *Jedi Knight* engine to apply construction and physics lessons to droid construction. Once budding jawas have customized their droids, they can send them out on educational missions across Tatooine and elsewhere. This is definitely an edu-title that's not just for kids.

Mad Genius This upstart company was showing off its debut title, the high-speed 3D-action game titled *Gunmetal*. This blend of mechanized combat and first-person shooting has great networkability, customizable vehicles, and environments that adjust themselves depending on the speed of your computer—be it a P-90 or a 3D accelerated Voodoo monster. Watch for it in late summer.

MicroProse *'Mech Commander* offers real-time strategy in the *BattleTech* universe, while *Mechwarrior III* looks to continue the success of its forebears. *Starship Troopers* should be available for the holidays, offering third-person combat defending humanity against big scary bugs. Trekkers and action fans alike should enjoy the clunkily titled *Star Trek: The Next Generation—Klingon Honor Guard*, the first really violent game set in the ST universe. Hack, shoot, and stab your way through enemies courtesy of the Unreal engine. *Star Trek: The Next Generation—Birth of the Federation* is a tricky animal, modeled after empire-builders like *Rebellion* and *Civilization*. Finally, sci-fi fans will enjoy two new *X-Com* titles, the first-person shooter *Alliance* and the retro-flavored, space-combat sim *Interceptor*.



Drakan

Nintendo One of the hottest tickets of the show was *Zelda 64*, the latest in Nintendo's long-running fantasy series, updated for its current flagship system and due in October. Nintendo's top fantasy title (technically titled *The Legend of Zelda: The Ocarina of Time*, although no one will refer to it as such) has been re-imagined from a 3D perspective with new camera options, storyline, and characters that lead designer Sigeru Miyamoto promises will be unlike any other game currently available.

Psygnosis PlayStation-oriented Psygnosis branches out (a little) into the PC side with *Global Domination*, a strategy/wargame/arcade tank shooter that will be available for the PC and PSX. Also on the PC, *Drakan* teams you up with a talking dragon, and *Tellurian Defense* casts you as a soldier fighting to save a half-destroyed earth from invading aliens. On the PlayStation only, watch for *Colony War: Vengeance*, a dark space combat actioner.

Sega Entertainment & SegaSoft The once-and-future console contenders continue to make headway into the PC market with the PC version of the popular arcade shooter *House of the Dead*. Blast your way through zombies in this first-person game that bears more than a passing resemblance to *Resident Evil*. Sega Entertainment's first original PC title, tentatively called *Emperor*, is a real-time strategy title set in an alternate history, but with a WWII feel. Sister company SegaSoft offers *Skies*, a gorgeous RPG developed by Paradigm that lets players grow and develop winged creatures in a mythical land.

Sierra On-Line *Gabriel Knight 3: Blood of the Sacred* is the latest installment of the venerated adventure series, due in the fall. Fall also brings *Half-Life*, a 3D action game with story-driven action and puzzles that take it out of the standard "run and shoot" genre; *Homeworld*, a cinematic-quality space combat sim for up to eight players; *Return*

to *Krondor*, the sequel to the bestselling RPG *Betrayal at Krondor*; and *Caesar 3*, the third in Sierra's successful strategy sim series. Also on display was *King's Quest: Mask of Eternity*, an immersive third-person action title that returns players to the Kingdom of Daventry.

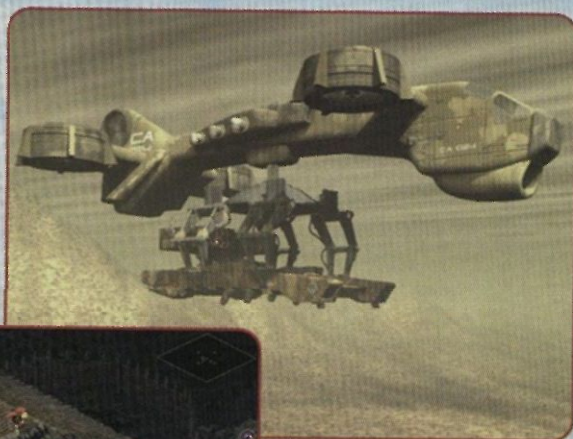
Simon & Schuster Interactive

SSI offers yet another licensed *Star Trek* title, the innovative *Star Trek: Starship Creator*. You take on the role of a Starfleet admiral, designing and staffing various starships, which can then be sent out on missions to maintain peace. Players can choose from the entire cast of characters from all four series, and the missions are enjoyable and fit well into the *Trek* universe. Douglas Adams' *Starship Titanic* looks to have the makings of a big hit as a combination adventure/cinematic novel. Adams himself was deeply involved in the development of this title, and the cast of characters includes Monty Python's Terry Jones as a semi-deranged parrot who is *not* pining for the fjords.

Sony Interactive Sony had a couple of interesting titles on display—*Cyberstrike: The Clan Wars* is set in the prerequisite nightmare future where players can join one of four competing clans to fight for domination. Thirty-two players can join in death-match action or choose from 20 clan-specific single-player missions, all 3D accelerated. Multiple players can also join the *Everquest* to explore five continents' worth of action in this fantasy RPG. Fully rendered 3D characters and landscapes and multiple camera views are icing on the cake.

Squaresoft Squaresoft, the folks that brought us *Final Fantasy VII*, has joined with Electronic Arts to form the self-explanatory Square Electronic Arts based in San Mateo, California. This joint venture will release *Parasite Eve*, an unbelievable cinematic action game that may well have been the most impressive game of the show. A compelling story involves alien DNA that spreads throughout New York City, turning everything from opera singers (the titular Eve) to sewer rats to fossilized T. Rexes into slavering demon beasts. *Bushido Blade 2* offers new twists on the fighting hit—20 characters exchange realistic fighting moves. That means no life bar, and a chop in the wrong place from the right sword really can mean instant death. *Brave Fencer Mushashi* (née *Mushashiden*) is a real-time RPG that takes players through a detailed polygonal world. Also on the RPG front, the 'Mech-themed *Xenogears* is rife with action and combat, as well as anime-styled cut scenes. All these PlayStation titles should be out before the end of the year, followed in '99 by something called *Final Fantasy VIII* for the PSX.

Virgin Interactive Virgin presents *Swords and Sorcery* in October, a variable-view RPG that lets players choose between real-time and turn-based fighting. The fully immersive 3D allows something as simple as a horse to look nearly photo-realistic. Magic players will definitely want to



Tiberian Sun



Duel: The Mage Wars



Swords and Sorcery

check out *Duel: The Mage Wars*, an action-strategy title that casts players in the role of a wizard vying for control of a mystical plane. To do this, players build up mana to summon creatures, assigning these monsters various tasks and combat scenarios—sound familiar?

Westwood Studios Westwood Studios was a strategy gamer's dream. *Command & Conquer Tiberian Sun*, due in the fall, features an all-new engine that allows for dynamic 3D terrain you can use to your strategic advantage, realistic physics, and improved graphics. This summer's *Dune 2000* returns strategy gamers to the surface of the inhospitable desert planet Arrakis to fight other noble houses for control of the all-important spice *mélange*. Initially intended as simply a networkable version of *Dune 2*, Westwood has also redesigned significant portions of the game. *Lands of Lore III* introduces four clans to the popular RPG universe that will allow players to more fully customize their own characters. ■

Cory Herndon is proud to have been the original model for Lara Croft.

HERCULES

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Trading Card Game

The Fate of Hercules Is in Your Hands.

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Help Hercules, along with his companion, Salmoneus, overcome enormous hurdles by selecting the correct cards from the *Hercules: The Legendary Journeys™* trading card game. Simply match the name of a card with the challenge it can overcome on the entry form to the right. But choose wisely, or their chances of reaching Deianeira—and your chances of winning our Grand Prize—are hopeless.

Now . . . let the contest begin.

Contest Questions:

1. The first obstacle Hercules and Salmoneus must face is a mighty river. Crossing this torrent is a treacherous feat, made possible only with the help of its lone ferryman, Charon. What will it cost for your party to reach the distant bank?
2. Now that you've managed to avoid drowning, danger awaits you in the form of Graegus, Ares's giant rabid dog who stands between you and the Gates of the Underworld. Before this hound from hell can pounce, Hercules remembers an alternate route. Name it to escape the jaws of death.
3. As if the Gates aren't foreboding enough, you find them locked. The nearby guard, a retched, pus-oozing creature, is reluctant to use his key to let you pass. Fortunately, Salmoneus—he of the silver tongue—is fluent in the art of persuasion. How can he change the guard's mind?
4. Hades is a dark place, and you soon encounter some of its shadier denizens: two soldiers who block the path to Elysium. Hercules has had enough of these hindrances and decides to give his muscles a workout. What does he do to these forces of evil?
5. All that separates your party from Deianeira now is a festival at the Elysian fields. Poor Salmoneus is distracted by its many temptations, leaving Hercules to once again take charge. How does he manage to convince his friend to complete their journey?



Choose 1 of your opponent's resources in play and discard it.

"By the way, I got a deal on some swampland in Macedonia that . . ." —Salmoneus

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Choose up to 2 of your opponent's characters and tap them.

"Anyone else want to try?" —Hercules

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Play only when attacking. At the beginning of your opponent's next turn, untap each of your characters that attacked this turn.

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Grand Prize (1):

- A complete set of 180 cards from the Hercules TCG
- A display box of Hercules TCG decks
- A Hercules T-shirt
- A card from the Hercules TCG signed by one of the cast members

First Prize (5):

- Ten Hercules booster packs
- Six different Hercules decks
- One limited-edition Hercules/Iolaus card

Second Prize (10):

- Five Hercules booster packs
- Two different Hercules themed decks

Enter the Online Contest at www.wizards.com/Hercules



Contest Deadline: September 18, 1998

Mail this form or a photocopy to:

Hercules TCG Contest - Wizards of the Coast
P.O. Box 707 - Renton, WA 98057-0707

Name: _____ Address: _____
City: _____ State: _____ ZIP Code: _____
Phone: _____ Your Answers: (1. _____ 2. _____ 3. _____ 4. _____ 5. _____)
Birth date: _____ mm / yy Male Female (Circle one)

No purchase required. Mail entries to the Hercules TCG Contest, Wizards of the Coast, Inc., P.O. Box 707, Renton, WA 98057-0707, U.S.A. No mechanical reproductions of completed forms will be accepted, but you may photocopy the entry form before filling it out. All entries must be received on or before Sept. 18, 1998. Winners will be selected in a random drawing from all eligible entries by Wizards of the Coast ("Wizards"), at the offices in Renton, Washington, on or about October 2, 1998, and notified by mail within approximately thirty days of drawing. Entries will not be acknowledged, will become exclusive property of Wizards, and will not be returned.

Odds of winning depend on total number of eligible entries received. Grand Prize (1): a complete set of the Hercules TCG, a display box of Hercules decks, and a Hercules T-shirt (approximate retail value \$400 USD). First Prize (5): ten Hercules booster packs, six different Hercules decks, and a limited-edition Hercules/Iolaus card (approximate retail value \$60 USD). Second Prize (10): five Hercules booster packs and two different Hercules decks (approximate retail value \$25 USD). Prizes are not exchangeable, transferable, or redeemable for cash. No substitutions of prizes will be allowed should featured prize(s) become unavailable, except at option of Wizards. Applicable taxes and fees are responsibility of winners. Noncompliance of time parameters or return of any prize or prize notification as undeliverable will result in disqualification.

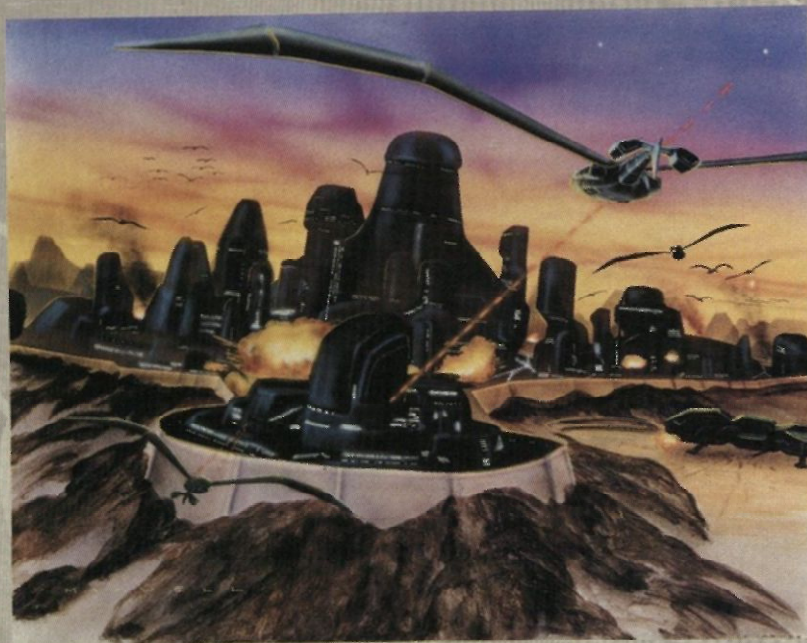
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For names of prize winners, send self-addressed, stamped envelope to Hercules TCG Winners, Wizards of the Coast, Inc., P.O. Box 707, Renton, WA 98057-0707, U.S.A.

FIVE RINGS ROUND-UP

by Owen M. Seyler

Twilight's Own



A New Expansion Thunders toward Dune

The next Dune TCG expansion.

Thunder at Twilight gathers

force on the horizon. Now

entrenched on the planet

Arrakis, House Atreides

struggles in a web of

Harkonnen-spun intrigue.

Portents include the

assassination attempt

against ducal heir Paul

and an ominous message

fragment intercepted by

the Duke's men forewarning

of an imminent thrust

from their mortal enemies,

the Harkonnens.

"Review friends—troops long past review."

—Duke Leto Atreides

EACH CHAPTER of *Thunder at Twilight* (TaT) reinterprets one of the three Great Houses that conspire and consort to determine the fate of Arrakis. Though fans of other Dune factions may initially be disappointed to find the other power groups receive only minor attention in TaT, advance reports confirm that the following expansion, *Second Moon Rising*, will place similar emphasis on the Fremen, the Bene Gesserit Sisterhood, and the Spacing Guild, servicing all six major powers in what appears to be a massive build-up for the final confrontation on Arrakis.

House Atreides

Thunder at Twilight portrays House Atreides immediately prior to the Harkonnen invasion. Get reacquainted with Duke Leto, his son Paul, the mentat Thufir Hawat, and fighting man Gurney Halleck. Lady Jessica supplants loyal swordmaster Duncan Idaho as the fifth Atreides ally, while Idaho himself now sports a

crys-knife indicative of his adopted Fremen allegiance. The treacherous Suk, Dr. Wellington Yueh, deserts his

Atreides post, but his absence does not make the Atreides heart grow fonder. Also worthy of note, two new unique aides—Captain Truman and Lt. Fedor—appear on the scene, rounding out the revamped Atreides lineup.

House Harkonnen

Heading the cast of Harkonnen miscreants is the voracious Baron Vladimir Harkonnen, joined by his twisted mentat Piter de Vries and his brutish nephew Beast Rabban. While Feyd Rautha is primed behind the scenes, Iakin Nefud's formerly unsung predecessor Umman Kudu faithfully takes his station as Captain of the Guard—proving himself an able understudy for the missing Feyd. Steeped in the venom of his own complicity, Dr. Yueh now joins the ranks of this infernal clan. No longer the meek Atreides Suk, the traitor Yueh seethes with perfidy—a wolf in sheep's clothing who wears his new Harkonnen allegiance well. TaT also introduces Czigo and Kinet, the two unsuspecting troopers charged with dispatching Paul and Jessica to the desert. Unique aides, like their Atreides counterparts, this pair make interesting additions to House Harkonnen.

House Corrino

House Corrino benefits from the political acumen of Emperor Shaddam IV, his truthsayer Gaius Helen Mohiam, and Imperial planetologist and Judge of the Change Dr. Kynes. The Imperial popinjay Count Fenring has left the Emperor's side to run an errand for the Sisterhood, while Jareh Benquait—House Corrino's contact among the smugglers—has abandoned his post to rejoin his wily kinsmen. Filling these vacancies, two of the Emperor's Sardaukar troopers—Colonel-Bashar Kardif and Commander Aramsham—report for duty. Keeping stride with the other Houses, House Corrino also musters two unique

aides. With Bashar Marduk and Lt. Erta raising the number of veteran troopers to four, you'd better believe that politicking and diplomacy are not all House Corrino has on its agenda.

"And what he saw here was a time nexus within this cave, a boiling of possibilities focused here, wherein the most minute action... moved a gigantic lever across the known universe." —Dune

Two new card types emerge in TaT that threaten to shake the very foundation of the game. *Programs* and *nexus events* both suit the style of this set, expanding game play with new rules and new strategies.

Programs

Struck from the same mold as Imperial decrees (*Judge of the Change*), programs resemble Imperial ventures fraught with pointed differences. Programs embody missions critical to your sponsor's unspoken agenda. Cards like Tame Arrakis and Fall of a Great Rival draw upon the plots and conspiracies of *Dune*, manifesting the "plans within plans" introduced by earlier ventures and tactics. Your sponsor will reward you generously for fulfilling these grandiose plans, plying you with solaris, favor, or spice, depending on the program and the degree of your success.

Programs must be purchased with your five starting bonus solaris. They cost one solari each, and must be secreted within

your homeworld box (or underneath it if you're using a homeworld card) at the start of the game. To bring one into play, simply engage your homeworld, remove the desired program from within, and assign it to an ally you govern.

Programs, unlike ventures, are "hot" upon deployment. Each states a certain condition you must fulfill, gaining one program token each time the condition is met. Each card also tells whether the assigned tokens may be redeemed for solaris, spice, or favor once you decide it's time to cash in on your sponsor's reward. To do this, a program must be assigned at least one token; anytime thereafter you may engage the assigned ally to initiate the program's operation (like a venture), trading the assigned tokens for a variable number of solaris, favor, or spice. Due to their extreme potency, programs expire upon completion, irretrievably vanishing from play.

Nexus Events

Almost tame by comparison, nexus events intensify the magnitude of normal event cards. Cards like Thunder at Twilight and Mobilization of the Tribes represent major turning points and periods of upheaval from the novel *Dune*.

Nexus events share many features with ordinary events—they all sport a blue background, possess the Dune or Imperium subtype, have restricted deployment during the house interval,

and have variable "X" deployment costs. Nexus events differ from the others primarily in duration of effect. When deploying a nexus event, leave its deferment tokens on the card, discarding one token during the house discard phase as part of the "countdown." Thus, unlike ordinary events, the "X" deployment cost of a nexus event indicates the extent of its duration rather than the magnitude or scope of its effect. This protracted duration creates a period of turmoil restricted only by the cards in play and the imaginations of those who govern them.

"Yueh!...He's sabotaged the house generators! We're wide open!"

—Duke Leto Atreides

TaT delivers more than 180 new cards that reinterpret the three Great Houses from the sand up. The surprises do not end there; many of the new cards offer twists on old themes or play innovations of their own. The emphasis is on conflict and strife—for example, you can expect brigades to replace battalions as the fighting escalates to new plateaus. Able pilots streak to the skies, flying battle 'thopters and armored frigates into combat in the searing desert. There's a storm on the horizon, lurking beyond the pale of nightfall, and it's called *Thunder at Twilight*. ■

Owen Seyler, lead designer of the Dune TCG, honors us with his water. His gift is a blessing of the river.

Dune: Thunder at Twilight

Five Rings Publishing • Renton, WA

PREMISE

War looms over the sands of Dune...Arrakis... desert planet...and three of the original Imperial Houses receive plot-driven makeovers as a prelude to battle.

FORMAT

180-card expansion for the Dune TCG; 60 cards released per month; 60-card starters and 15-card boosters. Playing time 60–90 minutes; for 2–9 players.

GAME DESIGN

Owen Seyler

ART DIRECTION

Christian Moore

CONTACT

Five Rings Publishing
(425) 254-2297
www.frp.com

Tamed Thunder

Now that you've heard the rumbles of the impending storm, let's see what sort of havoc looms ahead. These three cards from TaT work quite well in conjunction and make for an innovative deck strategy.

TAME ARRAKIS

When creating your house, spend one of your five starting solaris to insert Tame Arrakis into your homeworld box. Make sure you include plenty of battle firepower in your house deck. When the time is right, engage your homeworld to assign Tame Arrakis to one of your allies—it need not be one of your battle leaders, so Paul Atreides might be a good choice.

THUNDER AT TWILIGHT

Because nexus events are House cards, you can include up to four in your house deck. Stock up to make sure you draw one from your deck periodically, and place it as soon as you are able. Once placed, let it build deferment tokens—Paul's special ability will help here, but make sure you've deployed Tame Arrakis before deploying the nexus event. Once you've got Tame Arrakis and your battle forces ready, let loose the thunder to vanquish your rival's Dune fiefs.



For each Dune fief you vanquish, Tame Arrakis gains one program token, and since you can perform one extra battle rite per rival per turn, you can use this event to significant advantage.

PAUL ATREIDES

Use Paul to pile extra deferment tokens on your subdued Thunder at Twilight nexus events. For each token added, your deployed event will last one additional game turn. If you allow your rivals to deploy Dune fiefs without contest, you can be sure to have lots of targets for your Atreides raiders as you prepare to battle like a Fremen on the warpath. In no time at all, your Tame Arrakis program will be heaped with tokens, perhaps enough to win the game without ever having to buy or produce spice by traditional means. Now there's an Atreides kind of trick!

—O.S.

Ronin-hood

Activision Prepares a Legendary Title for the PC

DUELIST READERS are familiar with the Emerald Empire of Rokugan, brought to life by the **Legend of the Five Rings** roleplaying and trading card games. Now Activision and Engineering Animation, Inc. (EAI) are teaming up to produce the CD-ROM action roleplaying game, **Legend of the Five Rings: Ronin**.

The game takes place years before the clan wars detailed in the TCG. In the early days of the Emerald Empire, the evil Fu Leng created a great Dark Champion to lead the hordes of the Shadowlands against the clans of Rokugan. Fortunately, Fu Leng was defeated (albeit temporarily) and the spirit of the Dark Champion was dispatched. Following his victory, the Emperor broke up this champion's armor and entrusted the pieces to the seven great houses—each sworn to protect it until evil resurfaced. For several years, special families of the seven clans have guarded the armor while the threat from the Shadowlands has subsided.

The player begins the game as a clanless ronin, disgraced and devoid of honor, roaming the Rokugan countryside. He is called by a local shugenja to a quest that promises to bring him glory and wealth. There have been an alarming number of goblin raids from the Shadowlands in this part of the land, and the shugenja has divined that they are a precursor to the return of the Dark Champion. According to the shugenja, it is time to reassemble the sacred armor in order to confront the coming evil. She demands that the ronin visit the seven clans and retrieve the armor.

Legend of the Five Rings: Ronin brings the world of Rokugan to life through authentic graphics and realistic play. The ronin can master the traditional weapons and armor of Rokugan, including the katana, naginata, sai, bow, and shuriken. Motion-captured animation delivers actual samurai fighting moves. Additionally, the artists at EAI have modeled castles, monasteries, gardens, temples, and villages on traditional Japanese architecture styles.

The game runs entirely in real time, meaning the ronin has a limited amount of time in which to complete quests. A day-

and-night clock runs constantly throughout the game, affecting how players choose to undertake each quest. For example, if the ronin is given a quest to infiltrate a heavily guarded fortress, he can foolishly choose to attack in broad daylight or wait until nightfall to stealthily make his way down dark passages and avoid guards.

Character development is similar to the **Legend of the Five Rings** roleplaying system. Every character begins the game with identical character attributes based on the elemental Five Rings (Earth, Air, Fire, Water, and Void). As players progress through the game, they can decide if their ronin will master the martial arts of the bushi or the magic of the shugenja. Players begin the game with five fighting abilities. The more a character effectively uses a weapon skill, the more powerful that skill becomes. There are four levels to each skill, and a new attack technique becomes available to the character every time a new level is reached.

In addition to those five fighting skills, there is a spell-casting system which builds on the Five Rings and draws energy from *chi* (inner spiritual strength). When the ronin finds a new spell scroll, he learns an incantation. When he wants to cast a spell, the player must then conjure up the incantation sequence through the spell-casting interface. If the sequence is entered incorrectly, the spell fumbles and may backfire.

The ronin must visit strongholds of all the major clans, each of which demands that the ronin complete a quest in order to prove his worthiness. Advanced character scripting allows for a variety of mission types, including such diverse tasks as aiding an army in battle and rescuing a political prisoner from execution. As he completes quests, the ronin earns gold, purchases new weapons, and trains with martial arts masters. The ronin is caught up along the way in the intrigue of the clans, interacting with distinct non-player characters before battling monsters from the Shadowlands.

The game designers at EAI have developed a multiplayer game component for **Ronin** as well. Eight-player cooperative games allow L5R fans to build up a group from their favorite clan to complete the game. Of course the enemies are a little more numerous

and difficult to defeat in cooperative scenarios. **Legend of the Five Rings: Ronin** will appeal to L5R fans, roleplayers, and anyone who loves great tales of samurai adventures. Watch for it in early 1999. ■

Alex Thomas is currently clanless and honorless, but hopes to be picked up as a free agent this fall.



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					Smoke And Mirrors - SC4 \$7.00

All cards near-mint/mint condition



by Mark Rosewater

MAGIC THE PUZZLING



Counter Intuitive

Your opponent is Gordon. You and he have been dueling for about an hour. Thanks to Mirri's Guile (destroyed on Gordon's turn), you know that your next card is Coat of Arms. It is the start of your turn. The goal is not to simply beat Gordon, but to determine the maximum amount of damage you can do to him without losing.

DIFFICULTY
MEDIUM

CARD HIGHLIGHTS



Thopter Squadron 5
Flying. Thopter Squadron comes into play with three +1/+1 counters on it.

1, Remove a +1/+1 counter from Thopter Squadron: Put a Thopter token into

play. Treat this token as a 1/1 artifact creature with flying. Play this ability as a sorcery.

1, Sacrifice a Thopter: Put a +1/+1 counter on Thopter Squadron. Play this ability as a sorcery.

Overgrowth

Whenever enchanted land is tapped for mana, it produces an additional



GORDON (BLACK/WHITE)



Hero's Resolve on Rabid Rats
2/6

YOU (GREEN/RED)



City of Traitors



Overgrowth (4) on Forest (4)



Spike Feeder
2/2



Spike Soldier
3/3



Spike Soldier
3/3



Spike Rogue
2/2

YOUR HAND



Reclaim



Elven Rite

14 LIFE REMAINING



Grollub
3/3



Mind Maggots
5/5



Lancers en-Kor
3/3



Paladin en-Vee
2/2



Standing Troops
1/4



Wall of Nets
0/7



Zealots en-Dal
2/4



Swamp (6)



Plains (6)

7 LIFE REMAINING



Forest (9)



Mountain (8)



Thopter Squadron
3/3



Fyndhorn Elder
1/1



Fyndhorn Elder
1/1



Mindless Automaton
2/2



Workhorse
4/4



Spitting Hydra
4/4



Awakening



Amok



Heartstone



Fervor

TOP OF LIBRARY



Song of Serenity



Verdant Touch



Sonic Burst



Fling



Maniacal Rage



Coat of Arms

MAGIC THE PUZZLING

Bouncy, Bouncy

DIFFICULTY
EASY

Your opponent is Betty. You and she are having a hard-fought duel. Last turn, Betty cast Armageddon and destroyed all the lands in play. It is now the start of your main phase. Defeat Betty this turn without losing.

CARD HIGHLIGHT

Merieke Ri Berit



Does not untap during your untap phase.
 ☞: Gain control of target creature.
 Lose control of that creature if you lose control of Merieke Ri Berit. If Merieke Ri Berit leaves play or becomes untapped, bury the creature.

Aluren



Any player may play a creature card with total casting cost 3 or less whenever he or she could play an instant and without paying its casting cost.

BETTY (BLACK/BLUE/WHITE)

11 LIFE REMAINING



Dungeon Shade
1/1



Foul Imp
2/2



Merieke Ri Berit
1/1



Man-o'-War 2/2
(stolen by Merieke)



Dancing Scimitar
1/5



Armored Pegasus
1/2



White Knight
2/2

YOU (BLUE/GREEN)

3 LIFE REMAINING



Knight of the Mists
2/2



Rootwater Hunter
1/1



Mirozel
2/3



Fyndhorn Elder
1/1



Seeker of Skybreak (3)
2/1



Scaled Wurm
7/6



Uktabi Orangutan
2/2



Equilibrium



Aluren



City of Solitude

YOUR HAND



Island

Step-by-step solutions to last issue's "Magic: The Puzzling"

by Mark Rosewater

Taps

Published in *Duelist* #28, p. 92

First, examine the cards and determine what resources you have to do 32 points of damage. You have six creatures in play and one in hand. Randy has six ground creatures, and you have minimal creature removal. Thus, only your fliers seem capable of hitting him. So, determine how much damage you can do with your fliers, and how much must come from spells in your hand or cards in play.

Upkeep phase:

1) Tap two islands and three mountains to add two blue and three red mana to your mana pool.

2) Use one blue mana to put Wayward Soul on top of your library.

Since Reckless Ogre gains +3/+0 if it attacks alone, you do not need to attack with Wayward Soul. Instead, put it on top of your library to activate Paroxysm.

3) Use one red mana and tap Keeper of the Flame to deal 2 damage to Randy. Randy is now at 30 life.

You must do this while Randy is ahead of you in life.

4) Discard Carnophaga to Mind Over Matter to untap Keeper of the Flame.

You use Carnophaga to help untap Keeper of the Flame and put it into the graveyard so you can reanimate it.

5) Sacrifice Scrivener and return Recurring Nightmare to your hand to put Carnophaga from your graveyard into play.

6) Pay 1 life for Carnophaga's upkeep. You are now at 29 life.

By paying 1 life to Carnophaga, you can use Keeper of the Flame again.

7) Use one red mana and tap Keeper of the Flame to deal 2 damage to Randy. Randy is now at 28 life.

8) Use one red mana (cheaper due to Helm of Awakening) to cast Paroxysm on Reckless Ogre.

All your spells cost one less generic mana to cast due to Helm of Awakening.

9) Use one blue mana to cast Cunning on Reckless Ogre. It is now a 6/5 creature.

Rootwater Shaman allows you to cast

Paroxysm and Cunning during your upkeep.

10) Activate Paroxysm by revealing the top card of the library (Wayward Soul) to all players. Reckless Ogre is now 9/9 until end of turn.

Draw Phase

11) Draw Wayward Soul.

Main Phase

12) Declare an attack with Reckless Ogre.

The flying Ogre will deal 12 points of damage to Randy (3 original power, plus 3 for attacking alone, plus 3 from Cunning, plus 3 from Paroxysm).

Randy is now at 16 life.

You have done 16 damage with Reckless Ogre and Keeper of the Flame. Unfortunately, Sonic Burst is the only other card you have capable of directly hitting Randy. Thus you must use Sonic Burst as many times as you can.

13) Tap a swamp, island, and two mountains to add one black, one blue, and two red mana to your mana pool.

14) Use one black mana to cast Recurring Nightmare.

15) Discard Nausea to Mind Over Matter to untap a swamp.

You will use Mind Over Matter several times to untap lands.

16) Tap a swamp to add one black mana to your mana pool.

17) Use one black mana and sacrifice Rootwater Shaman to cast Culling the Weak and add four black mana to your mana pool.

18) Use one red mana and discard a random card to cast Sonic Burst and deal 4 damage to Randy. Randy is at 12 life.

19) Sacrifice Anarchist and return Recurring Nightmare to your hand to put Scrivener into play. When Scrivener comes into play, return Sonic Burst from your graveyard to your hand.

The key to reusing Sonic Burst is cycling Anarchist and Scrivener through the graveyard with Recurring Nightmare.

20) Use one black mana to cast Recurring Nightmare.

21) Sacrifice Scrivener and return Recurring Nightmare to your hand to put Anarchist into play, thus returning Nausea

from your graveyard to your hand.

22) Use one black mana to cast Recurring Nightmare.

Because of Sonic Burst's random discard cost, you must cast it after you cast Recurring Nightmare to avoid losing that vital card.

23) Use one red mana and discard a random card to cast Sonic Burst and deal 4 damage to Randy. Randy is at 8 life.

24) Sacrifice Anarchist and return Recurring Nightmare to your hand to put Scrivener into play, thus returning Sonic Burst from your graveyard to your hand.

25) Use one black mana to cast Recurring Nightmare.

26) Use one blue mana to return Shimmering Wings to your hand.

This step is easy to overlook. Never forget abilities of cards in play. Even after you've "used" them once.

27) Discard Shimmering Wings to Mind Over Matter to untap a mountain.

28) Tap a mountain to add one red mana to your mana pool.

29) Use one red mana and discard a random card to cast Sonic Burst and deal 4 damage to Randy. Randy is at 4 life.

30) Sacrifice Scrivener and return Recurring Nightmare to your hand to put Anarchist into play, thus returning Nausea from your graveyard to your hand.

31) Discard Nausea to Mind Over Matter to untap a mountain.

32) Tap a mountain to add one red mana to your mana pool.

33) Use one black mana to cast Recurring Nightmare.

34) Sacrifice Anarchist and return Recurring Nightmare to your hand to put Scrivener into play, thus returning Sonic Burst from your graveyard to your hand.

You no longer need Recurring Nightmare, so you discard it to cast Sonic Burst.

35) Use one red mana and discard a random card to cast Sonic Burst and deal 4 damage to Randy. Randy is at 0 life. You win the game at the end of your main phase. ✱



LOST IN THE SHUFFLE

by Richard Garfield
with guest author Donald X. Vaccarino



Party Games

A WORD FROM RICHARD:

Guest author Donald Vaccarino is a prolific game designer and game thinker I had the pleasure of meeting last year. Since then he has come up from the Bay area several times to show me new games, improvements to old games, and game-related essays. Though he is an unpublished game designer, I am sure you will be seeing his games in the future, and hopefully that will be sooner rather than later.

Here's a trio of simple games suitable for lots of people—say, at a party. Depending on the kinds of parties you attend, these games may or may not be appropriate, but I think anyone who doesn't enthusiastically welcome a cry of "Hey, let's play a game!" is probably not worth knowing.

MINDREADER. This game requires five or more players, pens, and paper. Each turn you write down a single word, without dashes, that you haven't previously used during the game. Then all players say their words out loud (one at a time). If your word exactly matches one other player's you both score a point. If three or more people say the same word, none of them score. Play to 10 points. The game usually lasts from 20 to 40 turns at about a minute per turn.

That last claim may be hard to believe. How will anyone ever score a point? The answer lies in patterns. If you say "one" and then "two," there's a good chance someone else will say "three" when you do. Too good a chance, in fact—you want patterns someone will recognize, but not patterns *everyone* will get, since you only score a point if you match with one other person.

Each turn, you either try to be a follower or a leader, following an existing pattern or starting a new one. Pay attention to quiet players; people are less likely to follow their patterns. Also, consider a wrong

answer if you think someone might say it—I could have won a game by saying "Saturn" when three people knew the next planet was "Jupiter" and one person did not. (*Mindreader was inspired by an unpublished Richard Garfield game.*)

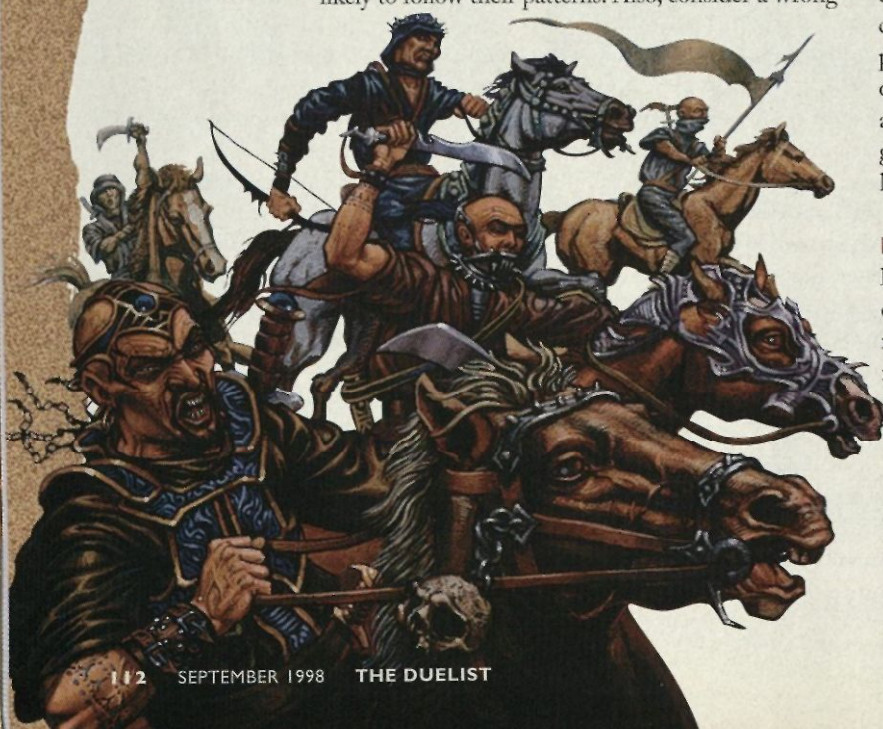
GEOGRAPHY TAG. Players alternate turns. When it's your turn, name a country, state, or body of water that hasn't been said yet and that is geographically adjacent to the previous place. If you can't think of one, but somebody else can, you're out. If nobody can think of an adjacent place, the last person to answer has to say a different one. You win once everyone else is out.

Bodies of water are anything big enough to separate two countries—seas, oceans, lakes, gulfs, bays, or channels. No rivers. The unbordered divisions of Antarctica are not allowed. You can play with or without a moderator who holds a world atlas and verifies all turns. If you don't use a moderator, pull out a world map after the game and trace the path you took. You will marvel at how misinformed everyone was about the relative positions of the Baltic States, the order of the Great Lakes, the names of the seas bordering China, or the distinction between Luxembourg and Liechtenstein.

If I watched television, I'd try TV Tag. On your turn, name a show along with the time, day, and channel it plays on. Each show must be in an adjacent time slot on the same channel and day as the previous show, or on a different day at the same time on the same channel, or at the same time and day on a different channel. Of course, anyone good at this game probably watches too much television to ever have time to play it.

FASHIONABLY LATE. In this multiplayer linear rock-paper-scissors game, each player writes down a positive whole number. Then, numbers are read aloud. Whichever player picked the largest number within 100 of the lowest number scores a point. For example, if the lowest number picked is 2, the best possible pick is 101. Replay any tie results and repeat. Play to three points.

"Fashionably Late" is a fun variant. Hold a party. Note the time the first person arrived. The winner is the last person to arrive within two hours of the first person. ♣



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